COCKPITFORYOU

READY TO TAKE OFF

INSTALLATION MANUAL FOR USING YOUR THROTTLE WITH PROSIM:737®

17. Dezember 2014 *www.cockpitforyou.com –*
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Installation manual for using your TQ with ProSim737®

Thank you for purchasing the motorized version of our new COCKPITFORYOU 737 throttle quadrant. It has been assembled and tested with the greatest care. To make the installation as convenient as possible for you, we tried to describe the installation process in great detail. Should you still experience difficulties with the setup or operation of your throttle quadrant, please do not hesitate to contact us via email or phone. In the near future we will release a video setup tutorial in addition to this manual that will guide you through all the necessary steps.

We hope you will have as much fun flying your new TQ as we had engineering and assembling it.

1. Before getting started

The motor functions of your throttle are realized in connection with an Opencockpits DC Motor Interface card. In order to have it communicate with Prosim and Flight Simulator you need to

- download and install a copy of SIOC by Opencockpits, if you haven't already.

It is available for download here:

http://www.opencockpits.com/index.php/en/download/category/sioc

SIOC ver 5.0B5 is the latest version upon release of this manual and was confirmed working with our throttle quadrant.

During the setup of your TQ, the use of Microsoft's standard B737 is recommended.
Please make sure that no other programs are running while installing SIOC.

2. Connecting your Throttle

Your motorized throttle comes with 2 USB cables and 2 independent power lines and is running on 12 V DC. The use of a common computer PSU (power supply unit) is recommended, since they deliver stable power, can connect many other devices and most home cockpit builders have these units on spare anyway. You may however use any other 12 volt DC power supply with at least 5 amps.

USB cable 1: connects to a *Bodnar® card*, which connects all the axis, buttons and switches. Just like your regular joystick, this cable should be connected to your computer running Flight Simulator. The card is plug-and-play and should not require any further installation. It can be found in your list of game controllers under *"BU0836X Interface"*.

USB cable 2: connects an *Opencockpits® DC Motor card*. This should be connected to the computer where you would like to run your instance of the SIOC software. It can be hooked up to your FS computer as well as it could run on any other machine in your network.

Please note that the card is only detected by SIOC when the power has been connected properly. Additional hint: If you have not yet connected your power, the cable that is immediately detected by your computer belongs to the bodnar card.

Connecting 12 V DC to your throttle quadrant

Powerline 1 – Motors

Depending on what version of the TQ you have received, you already have a standard PC power supply adapter for easy connection with a common 12v computer PSU. (not included) This will power the motors of the throttle and the ***Opencockpits DC Motor Card.***

Please make sure that (+) and (-) are connected properly to your PSU. Usually, 12v (+) is supplied by the yellow wire. (-) connects to the common black wire of the PSU. If in doubt, verify the correct output with a Voltmeter before connecting your throttle. ***Any other voltage may damage your throttle!***

Powerline 2 - Backlighting

The power supply for the backlighting is running on 12 V as well and can be connected independently of the motor power, allowing users to control it separately. For example, a relais card could switch on the backlighting, every time power is available via the aircraft's systems.

The black wire is common (-), the red wire is plus (+).

Once you have SIOC installed and the power is properly connected to the TQ, the DC motor card should appear in SIOC.

3. Setting up the axis within flight simulator

Please note:

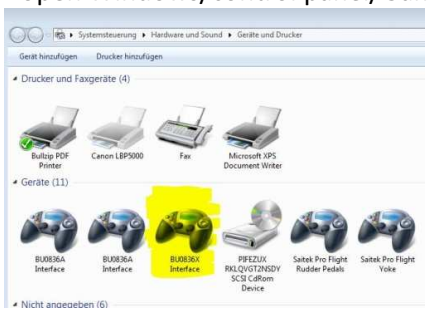
1. ***The SPD BRK and FLAP lever are only configured within ProSim737! Neither in FSX, nor in FSUIPC!***
2. ***The game controller MUST be calibrated outside of flight simulator (e.g. Windows / control panel / Game controller)***

The yellow markings in the following pictures will guide you through the necessary steps and changes.

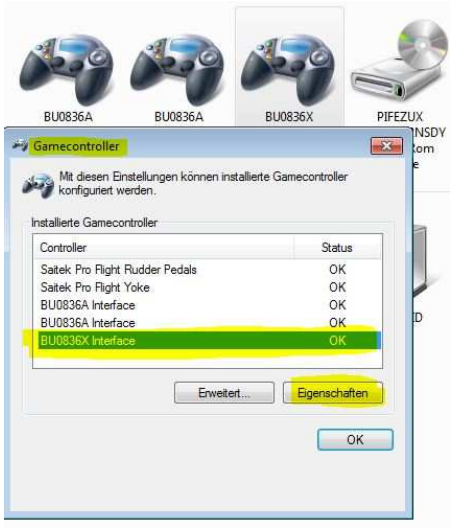
4. game controller calibrated outside of flight simulator

The flight simulator and ProSim must be closed !!!

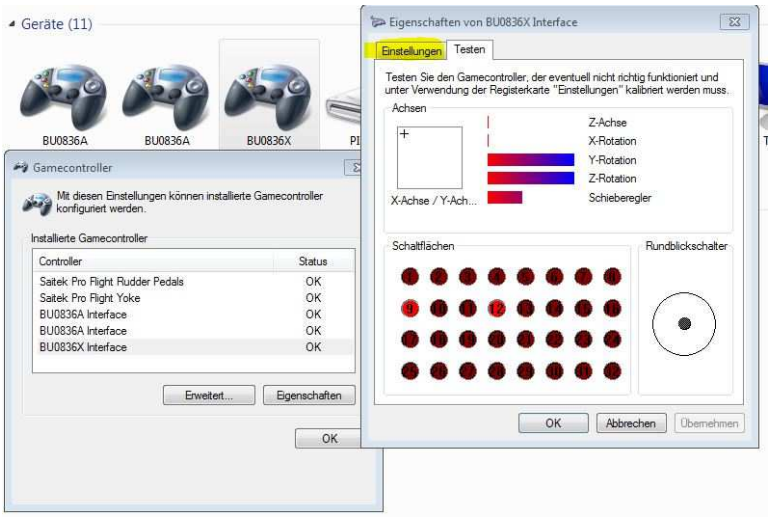
- open Windows/control panel/Game controller



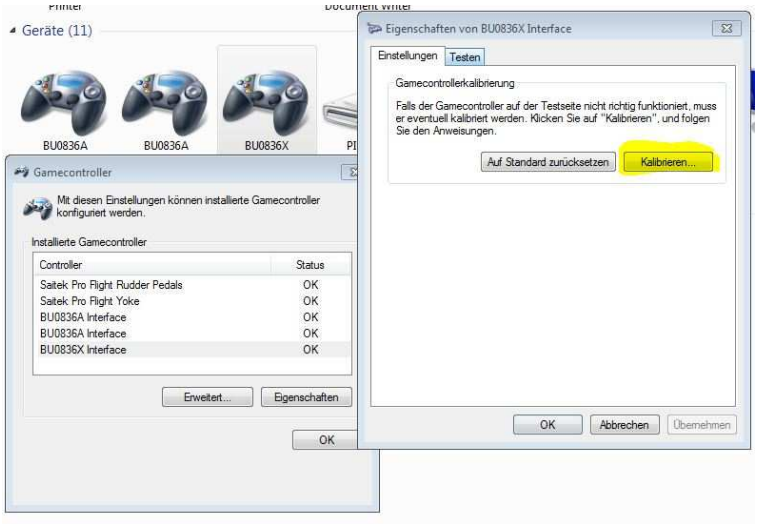
- Select “BU0836X Interface”
- right click Properties



- Select “BU0836X Interface”
- Press Properties

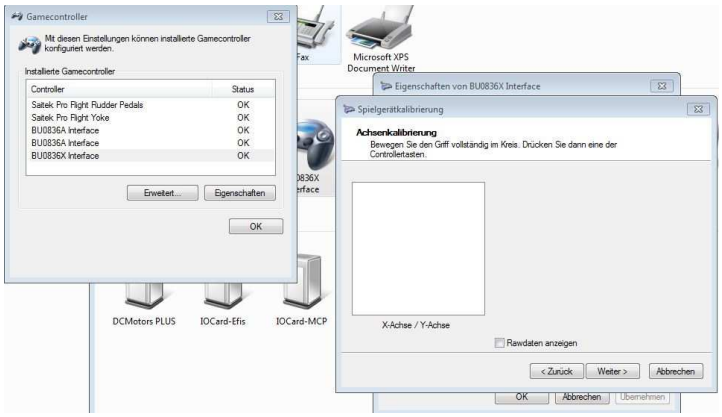


- Select properties

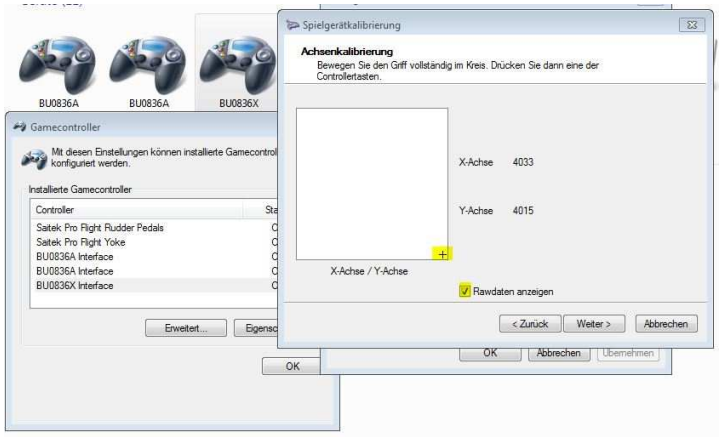


- Select Calibrate

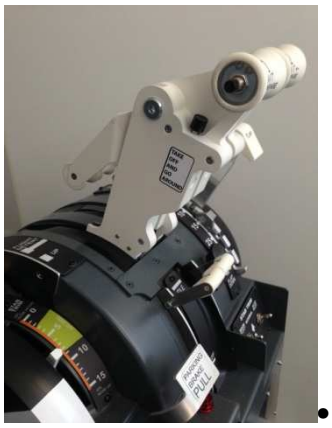
- select Next



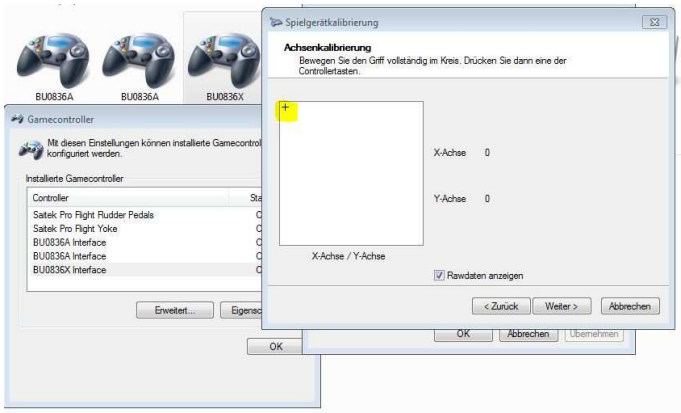
• Move thrust lever 1 and 2 to full thrust,



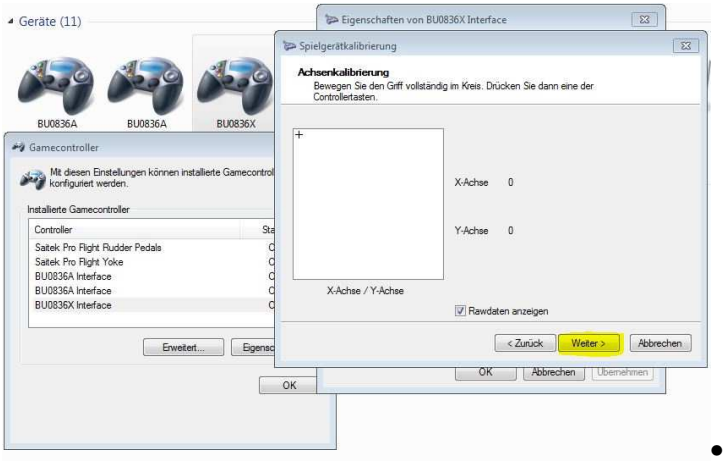
• and Press a button.



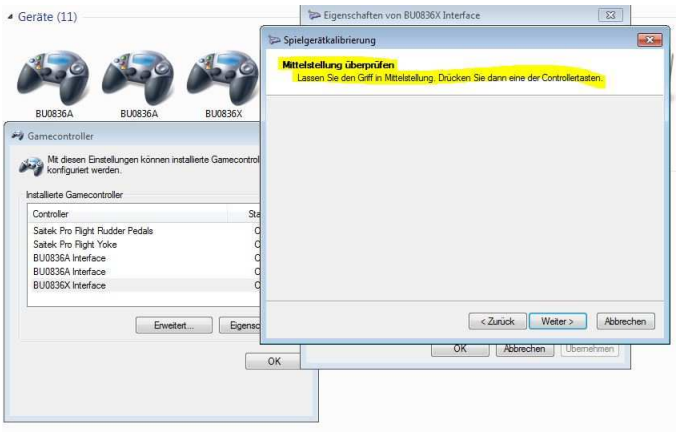
- Make sure thrust levers 1 and 2 to are in their idle position,



- and Press a button.

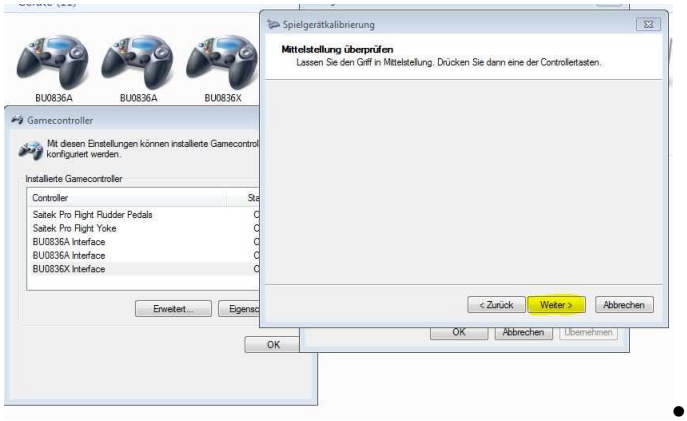


- select Next

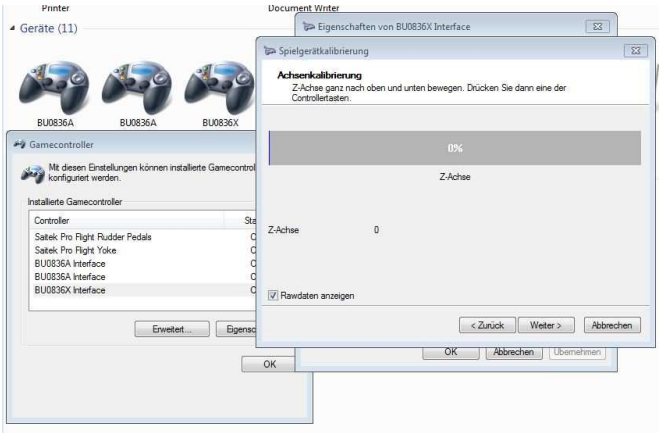


- Make sure thrust levers 1 and 2 middle position

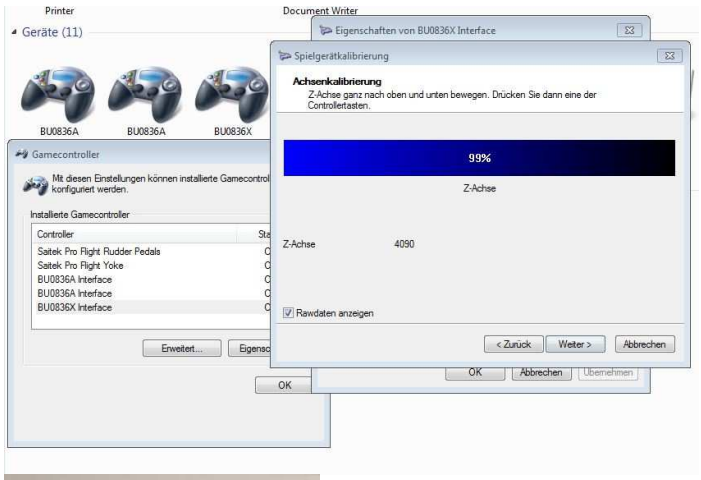
- and Press a button.



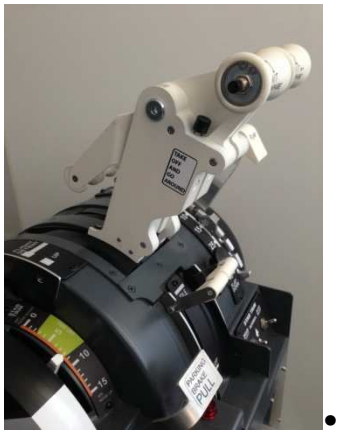
- select Next



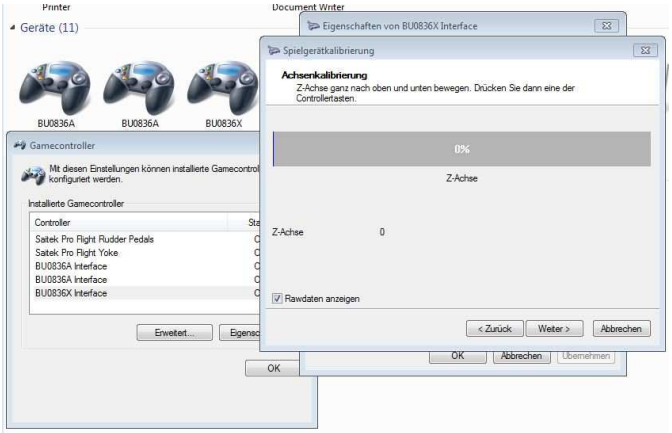
- Make sure Reverser 1 full position,



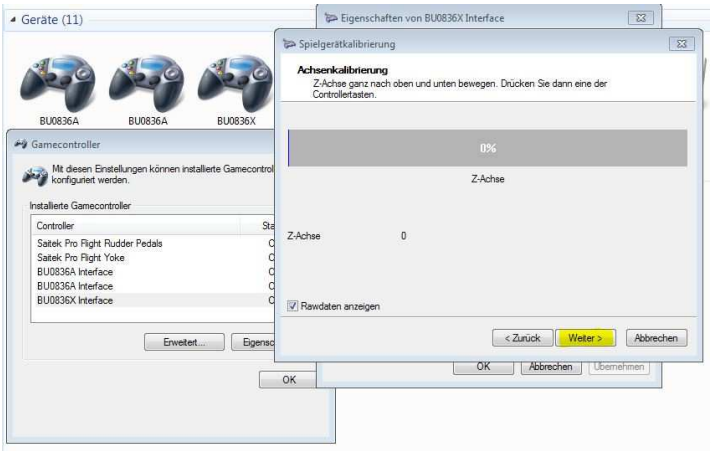
- and Press a button.



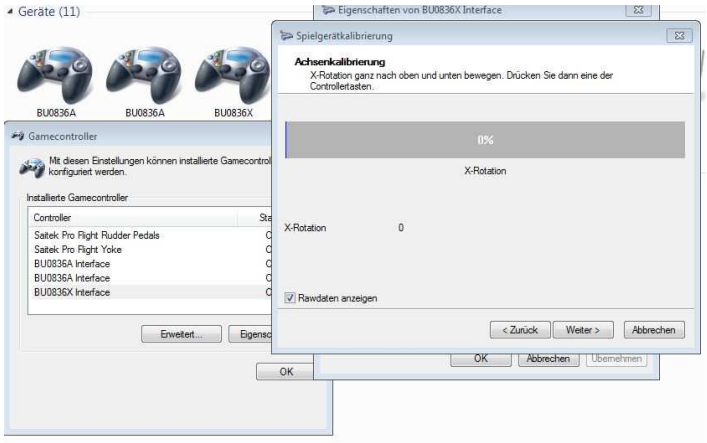
- Make sure Reverser 1 idle position,



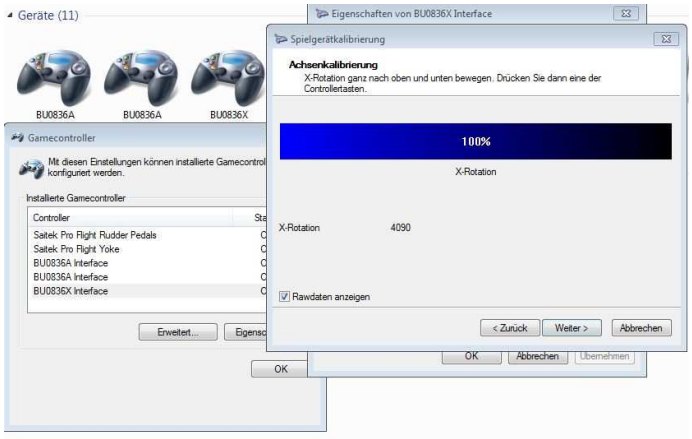
- and Press a button.



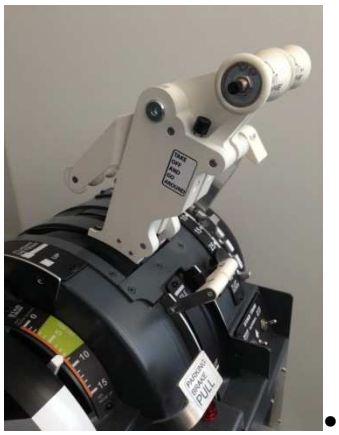
- select Next



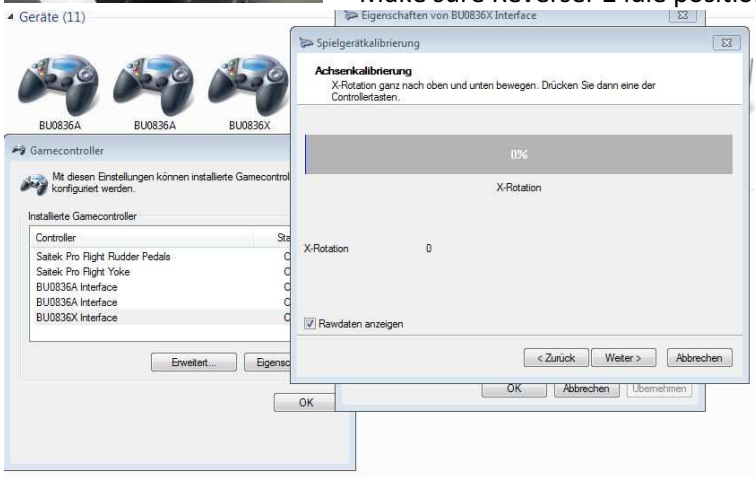
- Make sure Reverser 2 full position,



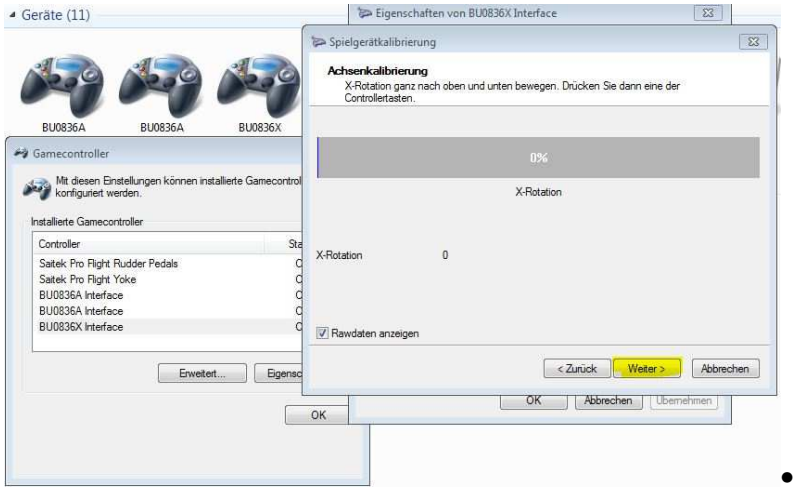
- and Press a button.



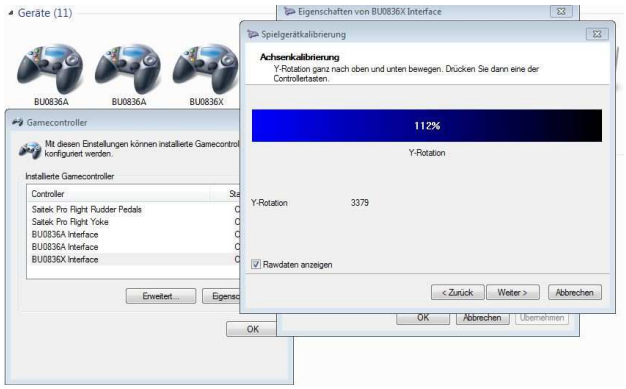
- Make sure Reverser 2 idle position,



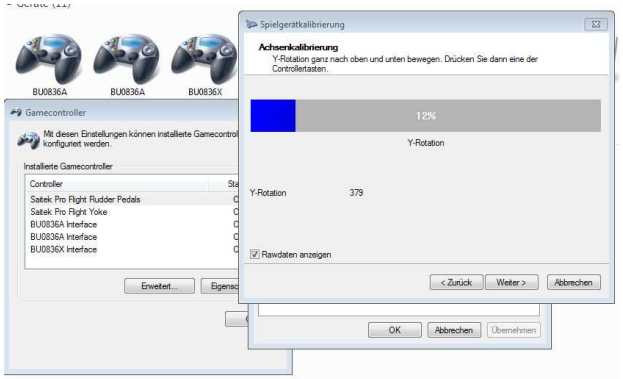
- and Press a button.



- select Next

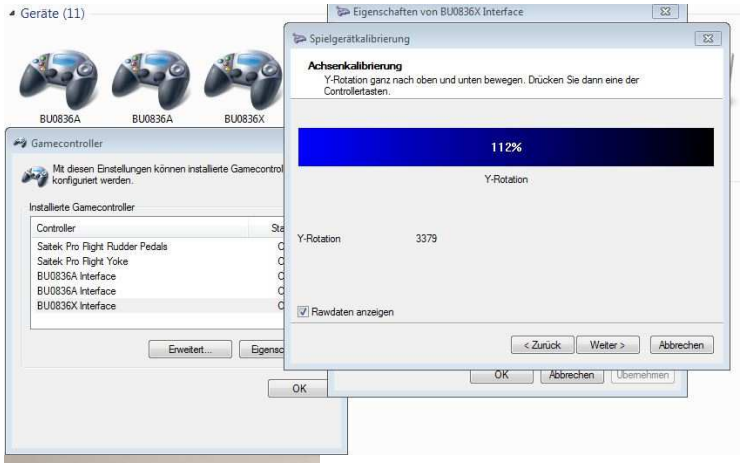


- Make sure SPD BRK position at the white stop at the front,

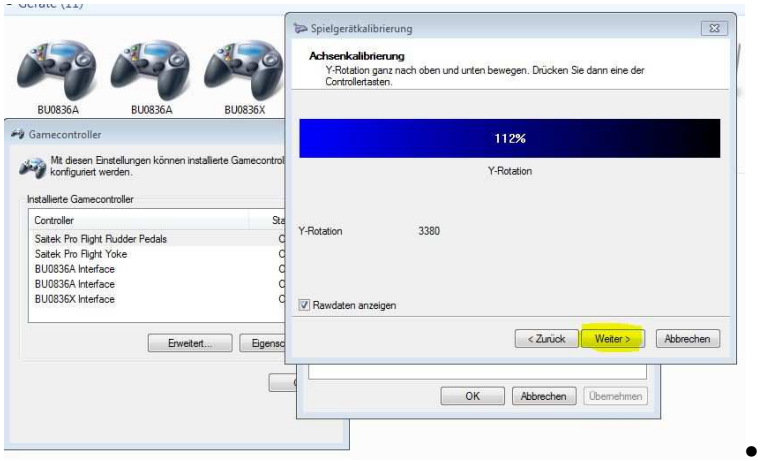


- and Press a button.

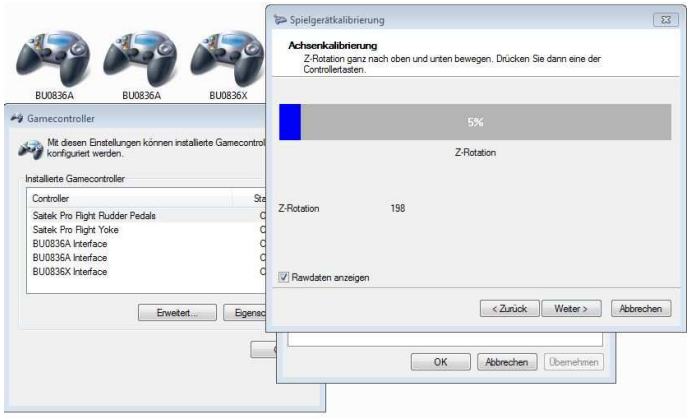
- Make sure SPD BRK position UP,

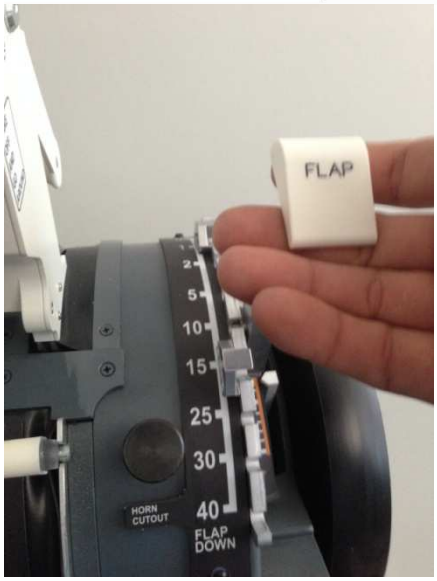


- and Press a button.



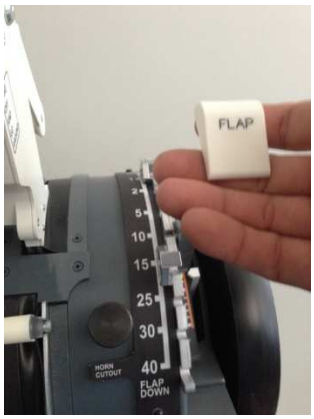
- select Next



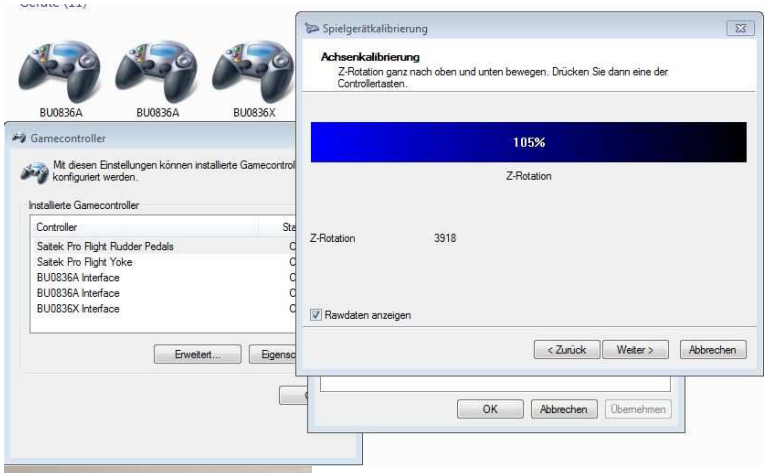


Make sure Flap position 0 UP,

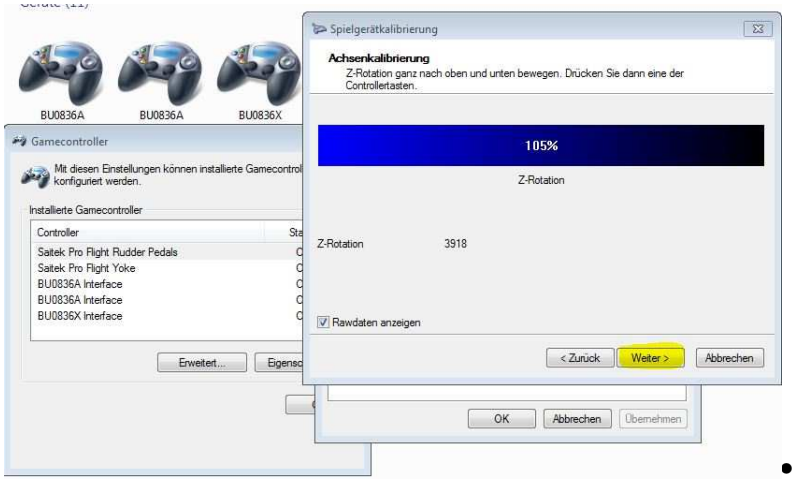
- and Press a button.



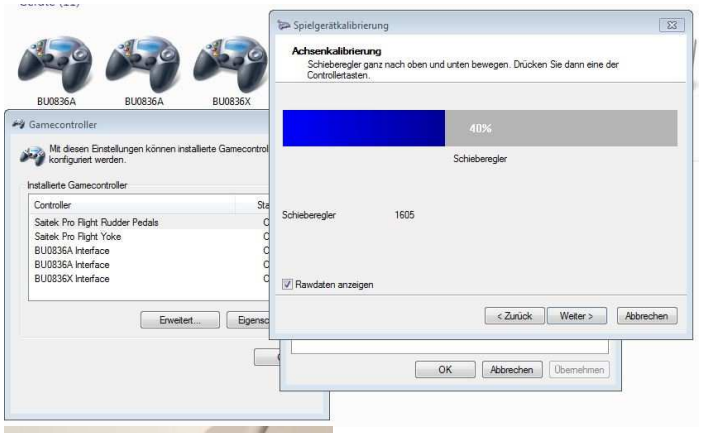
Make sure Flap position 40 Down,

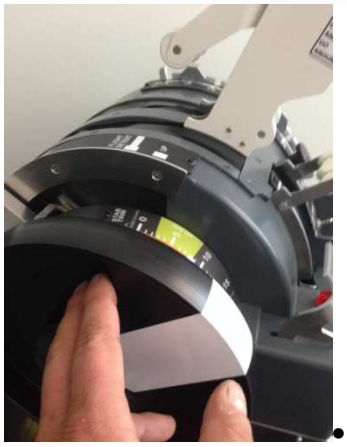


- and Press a button.

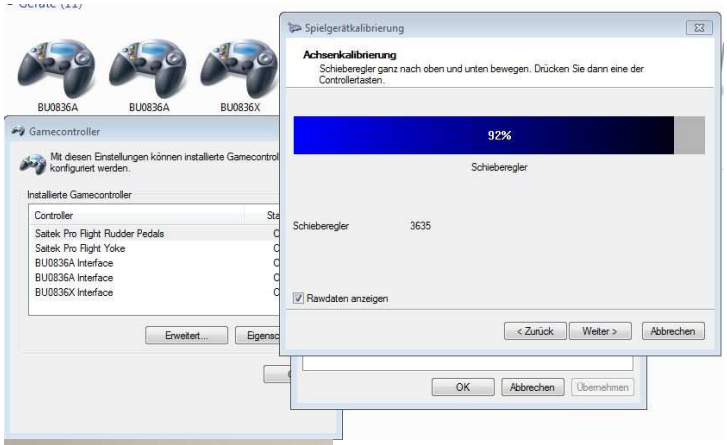


- select Next

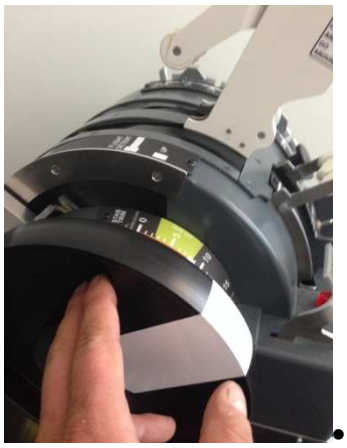




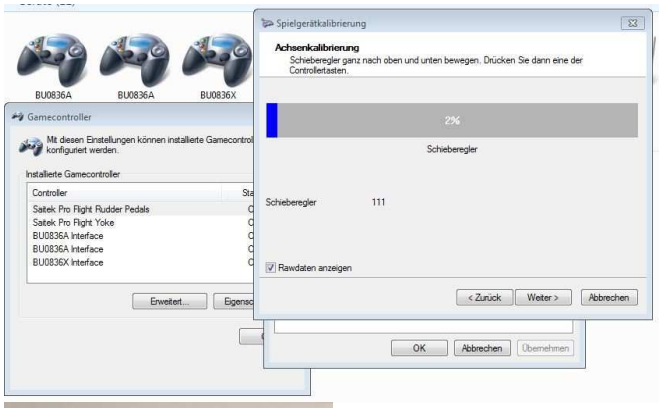
•Make sure trim wheel to the left until it stops



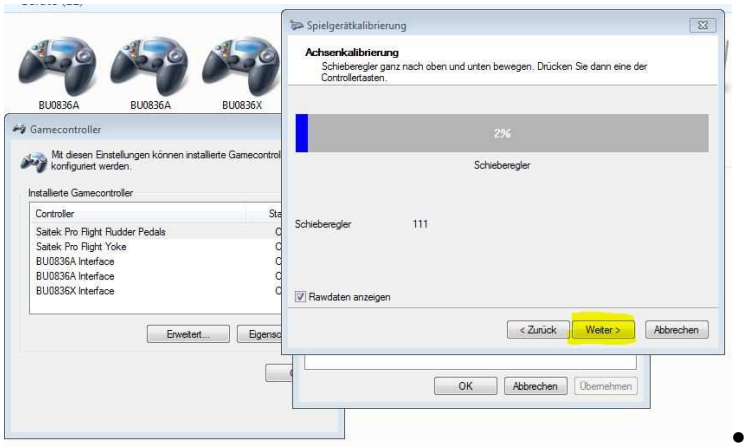
• and Press a button.



•Make sure trim wheel to the right until it stops

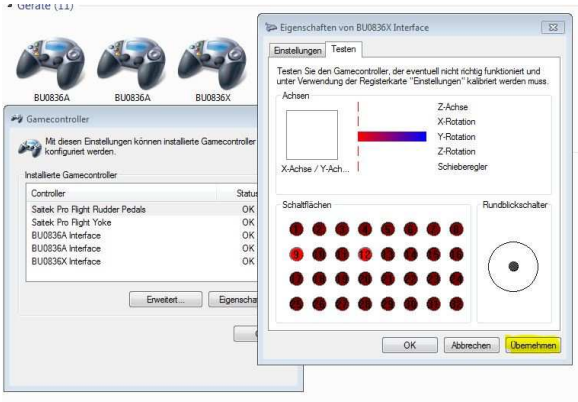


• and Press a button.

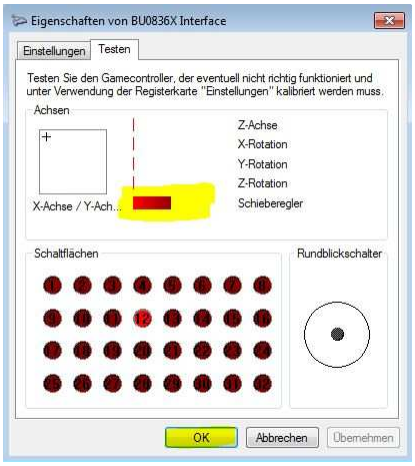


• select Next

- select Finish

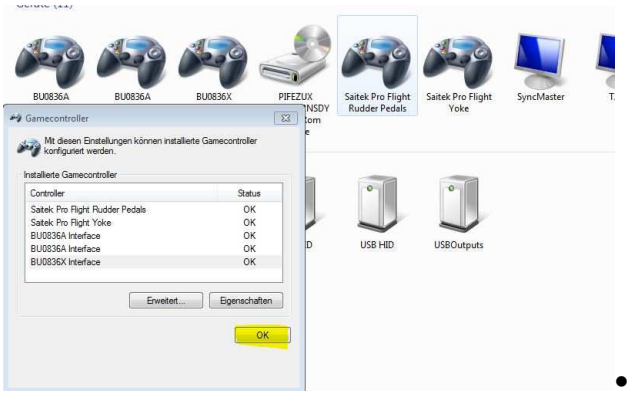


- select assume



- Bring the Trim axis to the center position !

- select OK



- select OK

Note: The button numbers can vary, please do not pay attention to them.
The yellow markings in the following pictures will guide you through the necessary steps and changes.

Attention !! We recommend the best current file "FSUIPC.ini" to delete and re-start FS.
As often old settings are still saved in the FSIOPC.ini. (old TQ or similar)
If you do not know how to do this, contact us !!

5. Axis Configuration in FSUIPC

Open FSUIPC and go to **"Axis Assignment".**

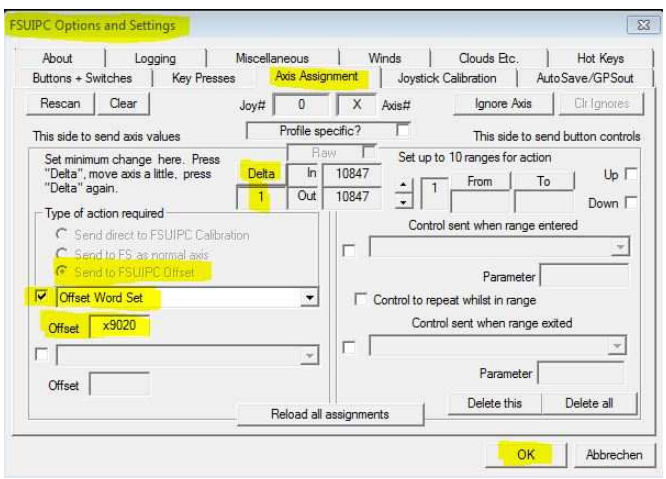
5.1. thrust levers 1

First we need the trim thrust levers 1 axis to be detected.

- Move your thrust levers 1 until the numbers under "In" and "Out" start moving.
- If another axis is blocking you from seeing the thust lervers, press "Ignore Axis" and keep lever move. If you still don't see any changes, try "Rescan" and move the lever.

After you see the numbers responding to the move the thrust levers 1, it is ready for configuration.

- Make sure the "Raw" box is unchecked
- Press "Delta" and make sure it is set to 1 or 0.
- Press "Send to FSUIPC offset" and select "Offset Word Set" from the dropdown list
- Enter Offset **x9020**
- Press "OK" to save your changes



Open FSUIPC and go to **"Axis Assignment".**

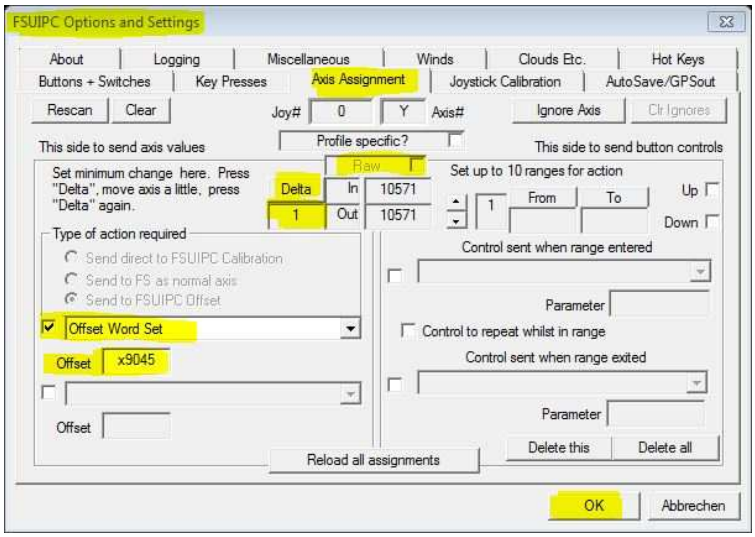
5.2. thrust levers 2

First we need the trim thrust levers 2 axis to be detected.

- Move your thrust levers 2 until the numbers under "In" and "Out" start moving.
- If another axis is blocking you from seeing the thust lervers, press "Ignore Axis" and keep lever move. If you still don't see any changes, try "Rescan" and move the lever.

After you see the numbers responding to the move the thrust levers 2, it is ready for configuration.

- Make sure the "Raw" box is <u>unchecked</u>
- Press "Delta" and make sure it is set to 1 or 0.
- Press "Send to FSUIPC offset" and select "Offset Word Set" from the dropdown list
- Enter Offset **x9045**
- Press "OK" to save your changes



Open FSUIPC and go to **"Axis Assignment".**

5.3. Trim wheel

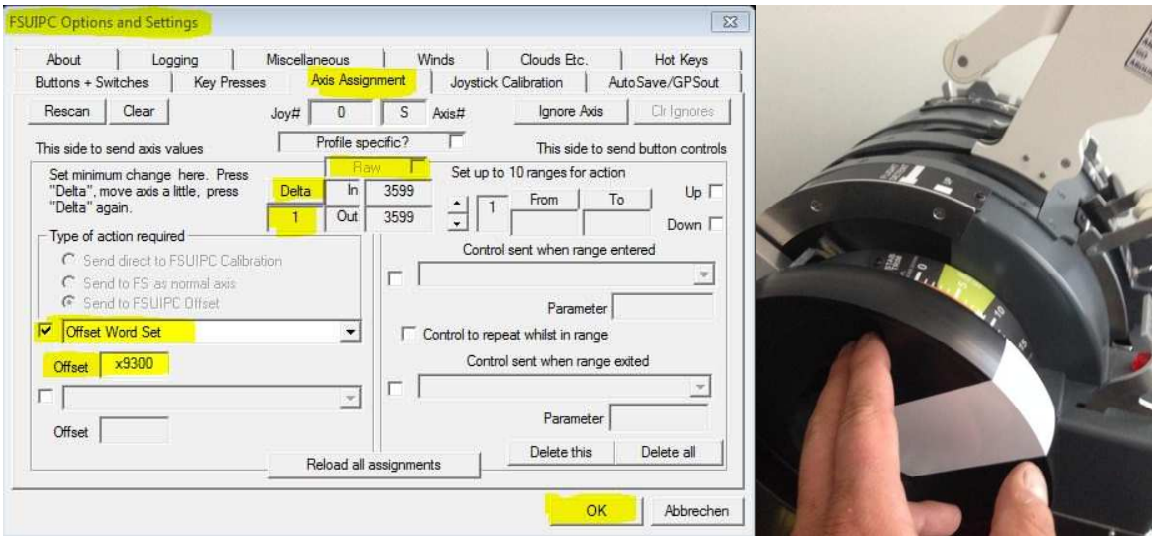
First we need the trim wheel axis to be detected.

- Move your trim wheel until the numbers under "In" and "Out" start moving.
- If another axis is blocking you from seeing the trim wheel, press "Ignore Axis" and keep turning the wheel. If you still don't see any changes, try "Rescan" and move the wheel.

The trim wheel is only detected by FSUIPC within a certain range. Therefore don't give up that fast and keep turning the wheels. If you feel that you are in an upper or lower detent and it is hard to move the trim wheel, go in the opposite direction.

After you see the numbers responding to the turning of the wheel, it is ready for configuration.

- Make sure the "Raw" box is <u>unchecked</u>
- Press "Delta" and make sure it is set to 1 or 0.
- Press "Send to FSUIPC offset" and select "Offset Word Set" from the dropdown list
- Enter Offset **x9300**
- Press "OK" to save your changes

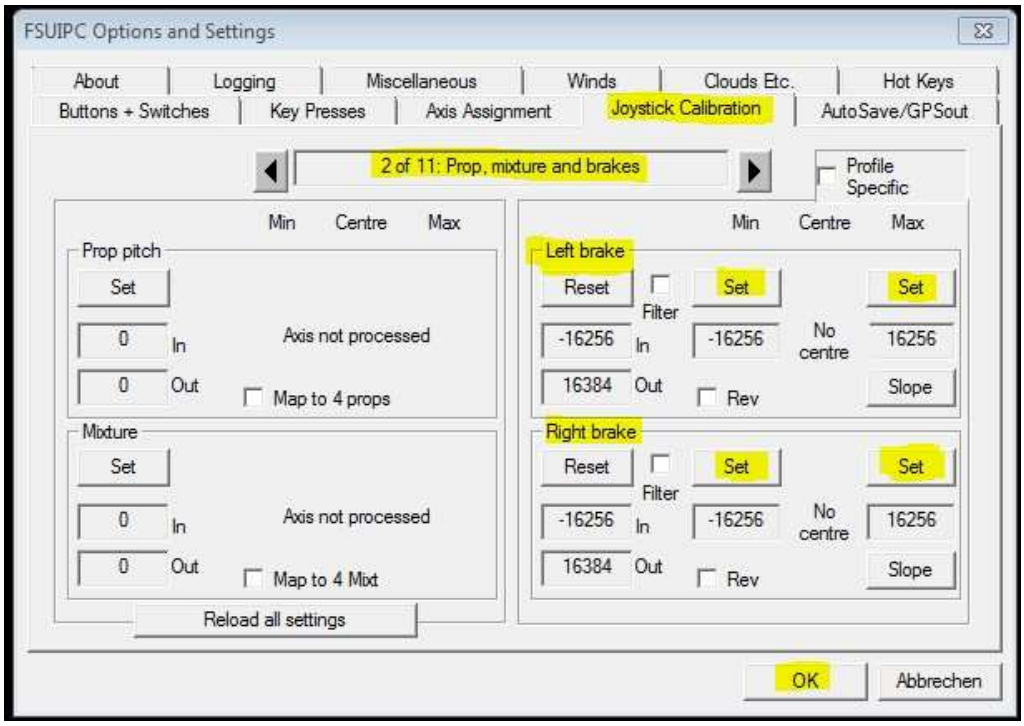


5.4. Calibrating your toe brakes within FSUIPC

For the correct operation of the Parking brake, it is necessary to calibrate your Toe brakes, in case you have connected them to Flight Simulator.

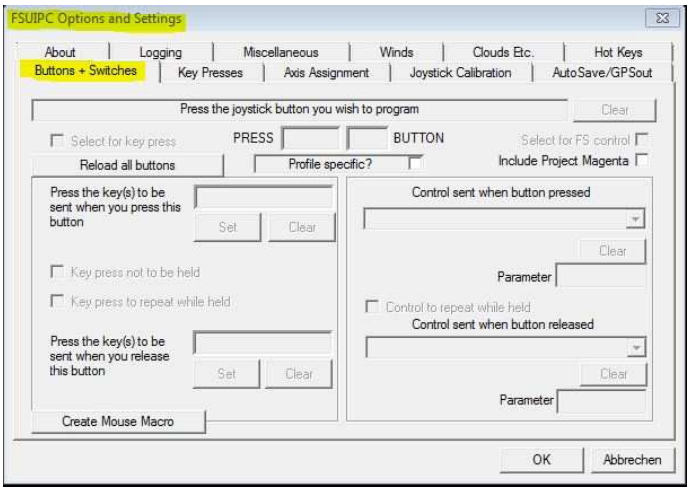
- Go to FSUIPC, Joystick Calibration, page 2 “Prop, mixture and brakes”
- Reset the left brake
- Set the Minimum detent and make sure the pedal is slightly pressed
- Fully push your pedal and set the “Max” position

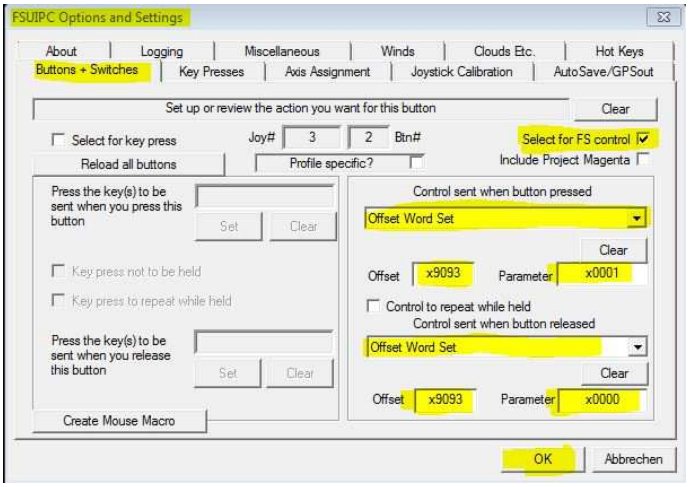
Do the same steps for the right toe brake.



5.5. Setting up the manual trim on the yoke

- Open FSUIPC, select “Buttons + Switches”



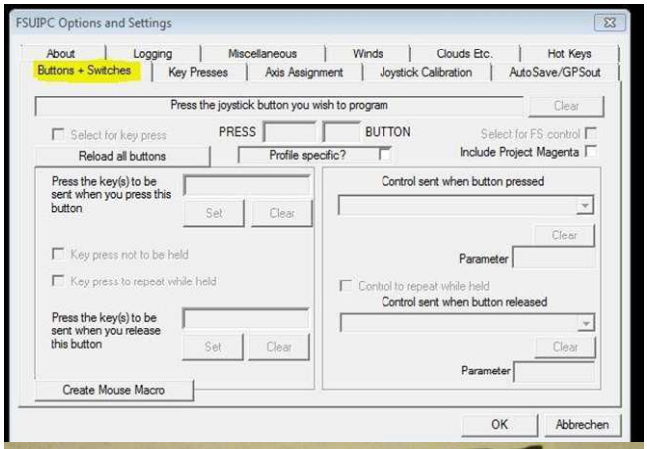


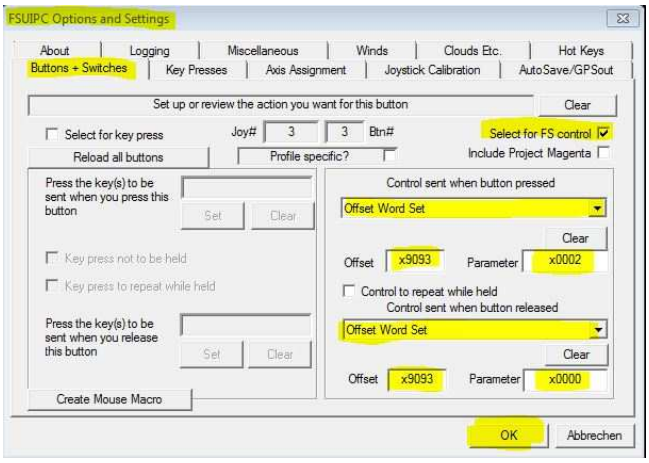
- Press the **Nose up** trim switch on your yoke
- Check the „Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **1**

The Control sent when the button is released:

- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **0**
- Press “OK” to save these changes

Same procedure for **Trim Nose down**:



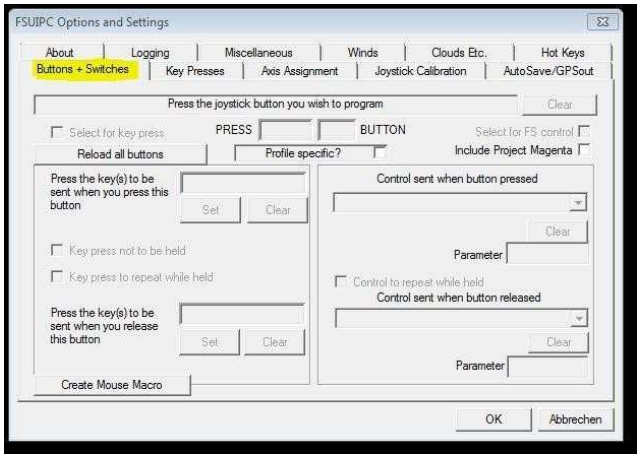


- Press the **nose down** trim switch on your yoke
- Check the “Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **2**

The Control sent when the button is released:

- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **0**
- Press “OK” to save these changes

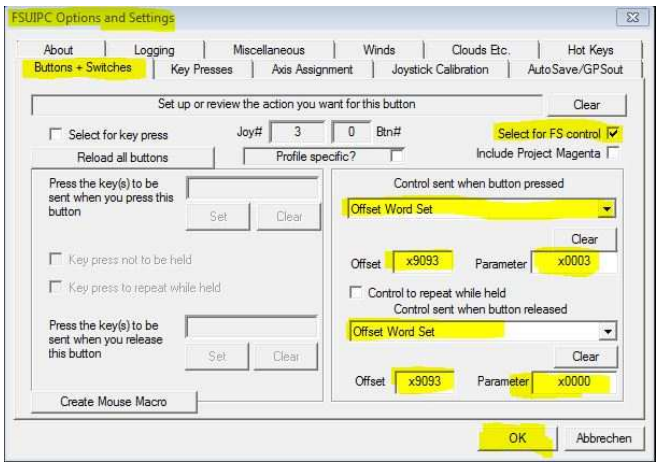
5.6. Assigning the AP disconnect button in FSUIPC



- Press the **AP disconnect button** on your yoke
- Check the “Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **3**

The Control sent when the button is released:

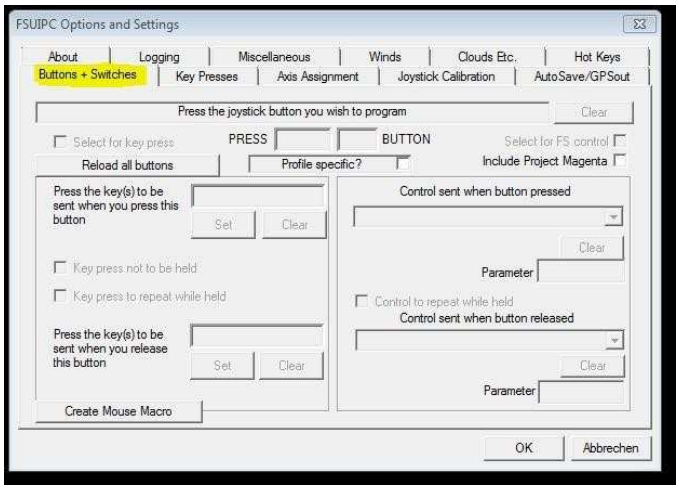
- Select “Offset Word Set” from the list
- Set the first offset to **x9093** and the parameter to **0**
- Press “OK” to save thes changes



5.7. Assigning the Stab trim cutout switches in FSUIPC

Assigning the Stab Trim Main Elect Switch in FSUIPC

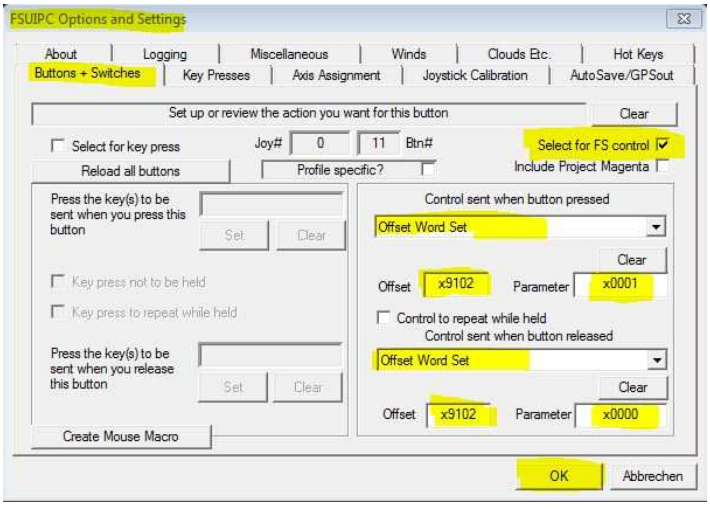
- Select Buttons + Switches



- Select Buttons + Switches
- press **Stab Trim Main Elect**
- Check the „Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9102** and the paramete to **1**

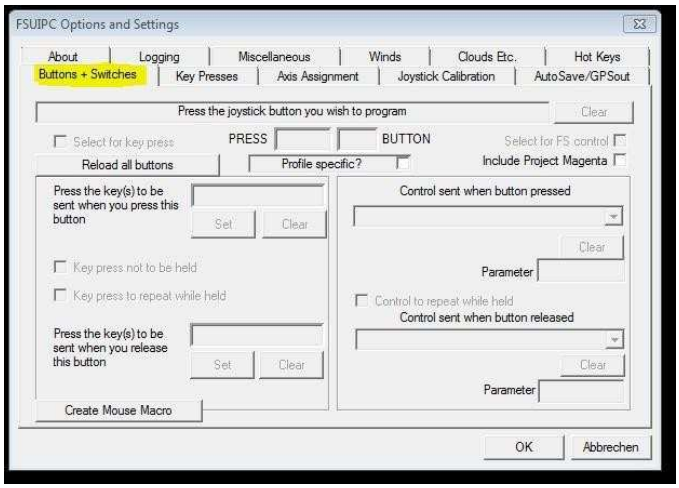
The Control sent when the button is released:

- Select “Offset Word Set” from the list
- Set the first offset to **x9102** and the parameter to
- Press “OK” to save thes changes



Configuring the Stab Trim Auto Pilot Switch in FSUIPC

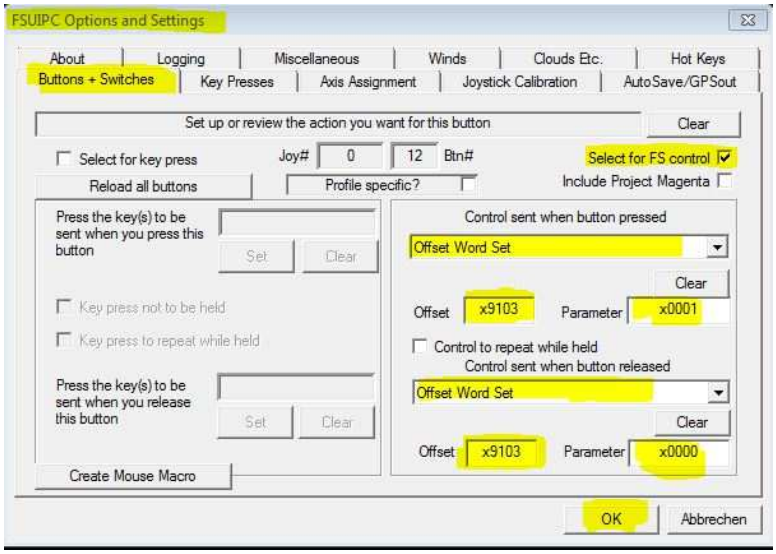
- Open FSUIPC again and proceed to “Buttons + Switches”



- Select Buttons + Switches
- Press Stab Trim Auto Pilot
- Check the „Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9103** and the paramete to **1**

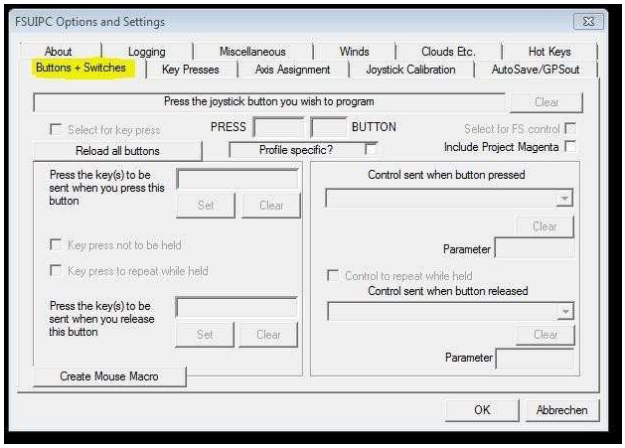
The Control sent when the button is released:

- Select “Offset Word Set” from the list
- Set the first offset to **x9103** and the parameter to **0**
- Press “OK” to save thes changes



Configuring the Parking Brake Switch in FSUIPC

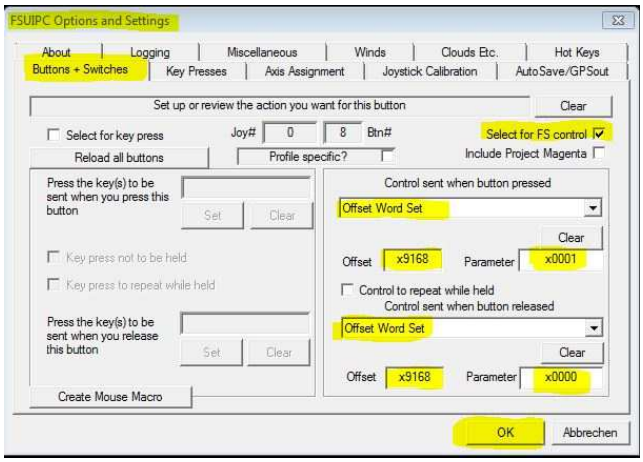
- Open FSUIPC again and proceed to “Buttons + Switches”



- Select Buttons + Switches
- Press Parking Brake
- Select “Offset Word Set” from the list
- Set the first offset to **x9168** and the parameter to **1**

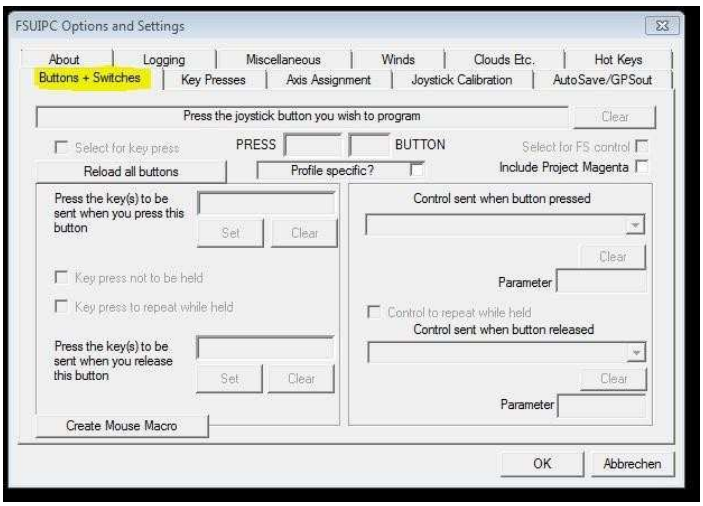
The Control sent when the button is released:

- Select “Offset Word Set” from the list
- Set the first offset to **x9168** and the parameter to **0**
- Press “OK” to save these changes



Configuring the Parking Lights Test in FSUIPC

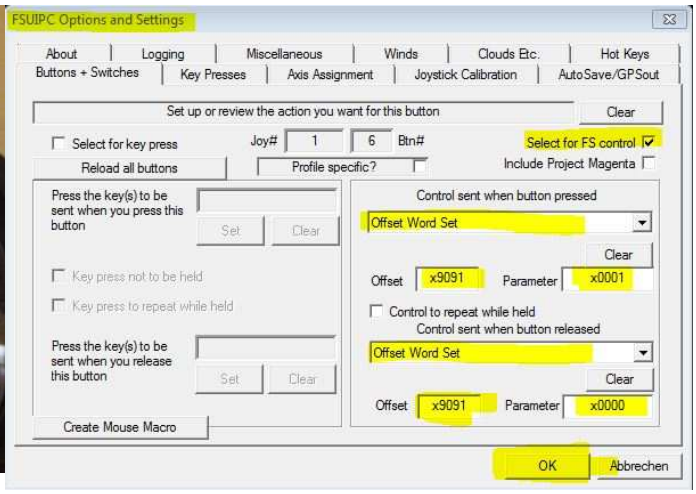
- Open FSUIPC again and proceed to “Buttons + Switches”



- Select Buttons + Switches
- Press Lights Test
- Check the „Select for FS control“ box
- Select “Offset Word Set” from the list
- Set the first offset to **x9091** and the parameter to **1**

The Control sent when the button is released:

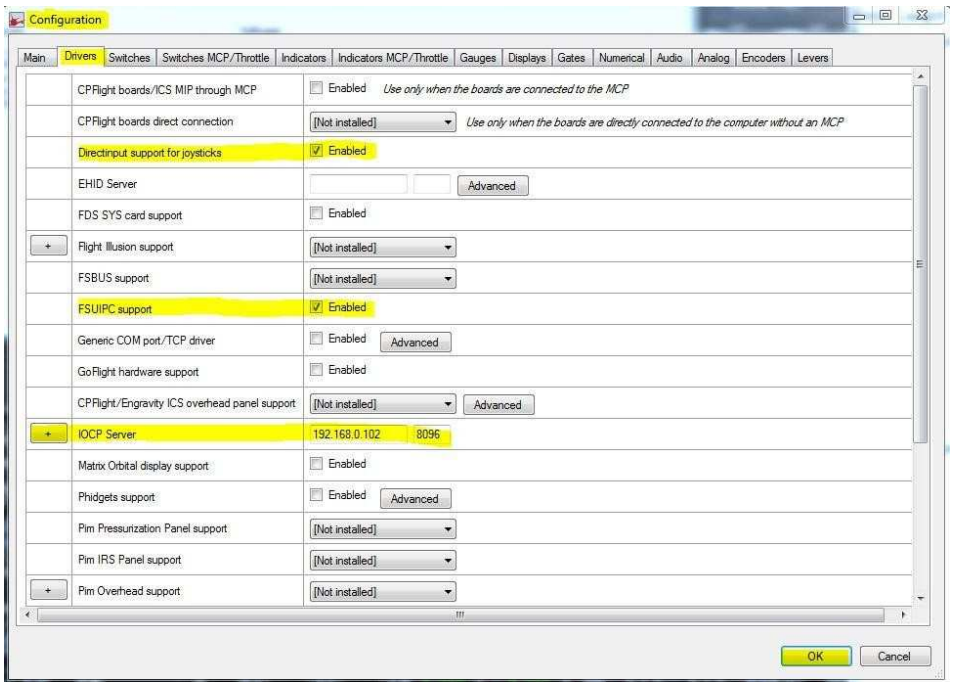
- Select “Offset Word Set” from the list
- Set the first offset to **x9091** and the parameter to **0**
- Press “OK” to save these changes



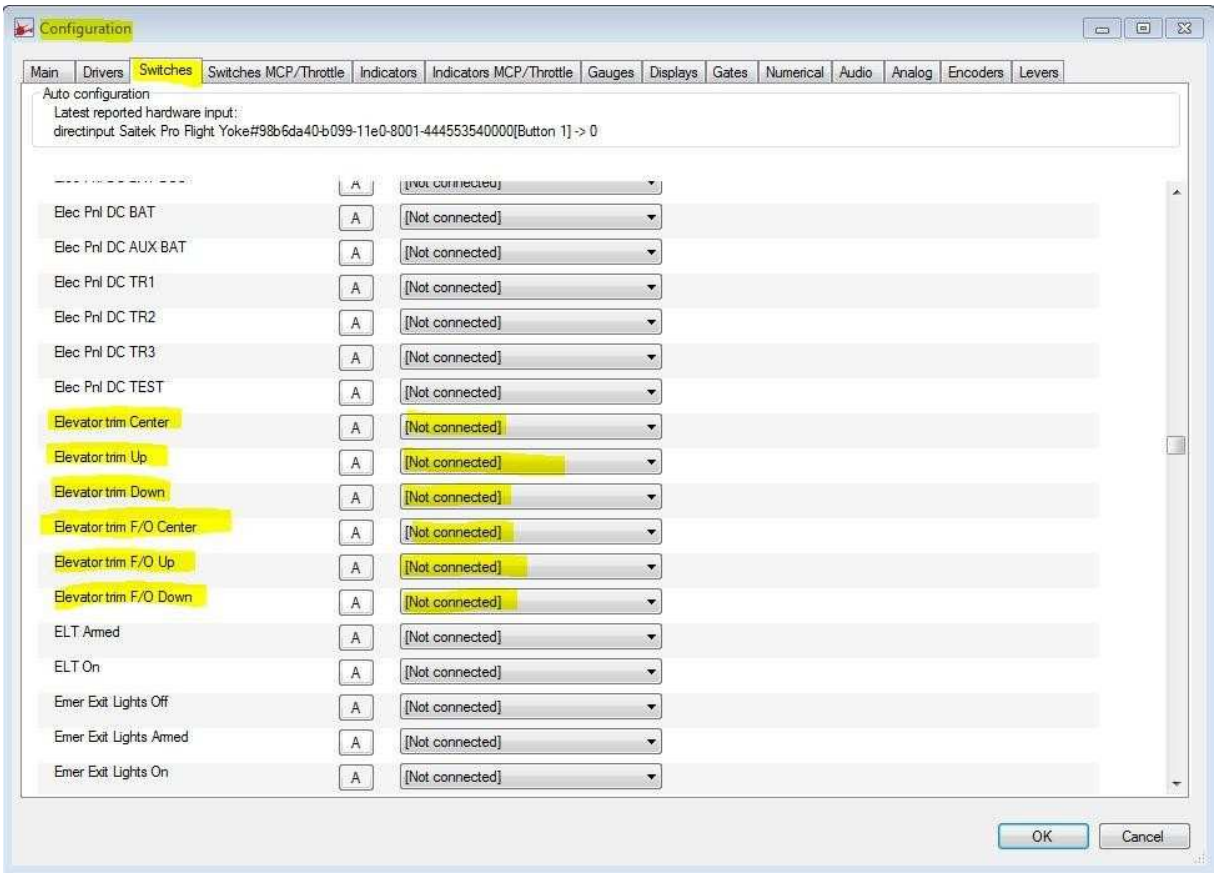
6. Configuration of the Throttle Quadrant within Prosim737

Now we are almost there – time to setup the axis and switches within Prosim.

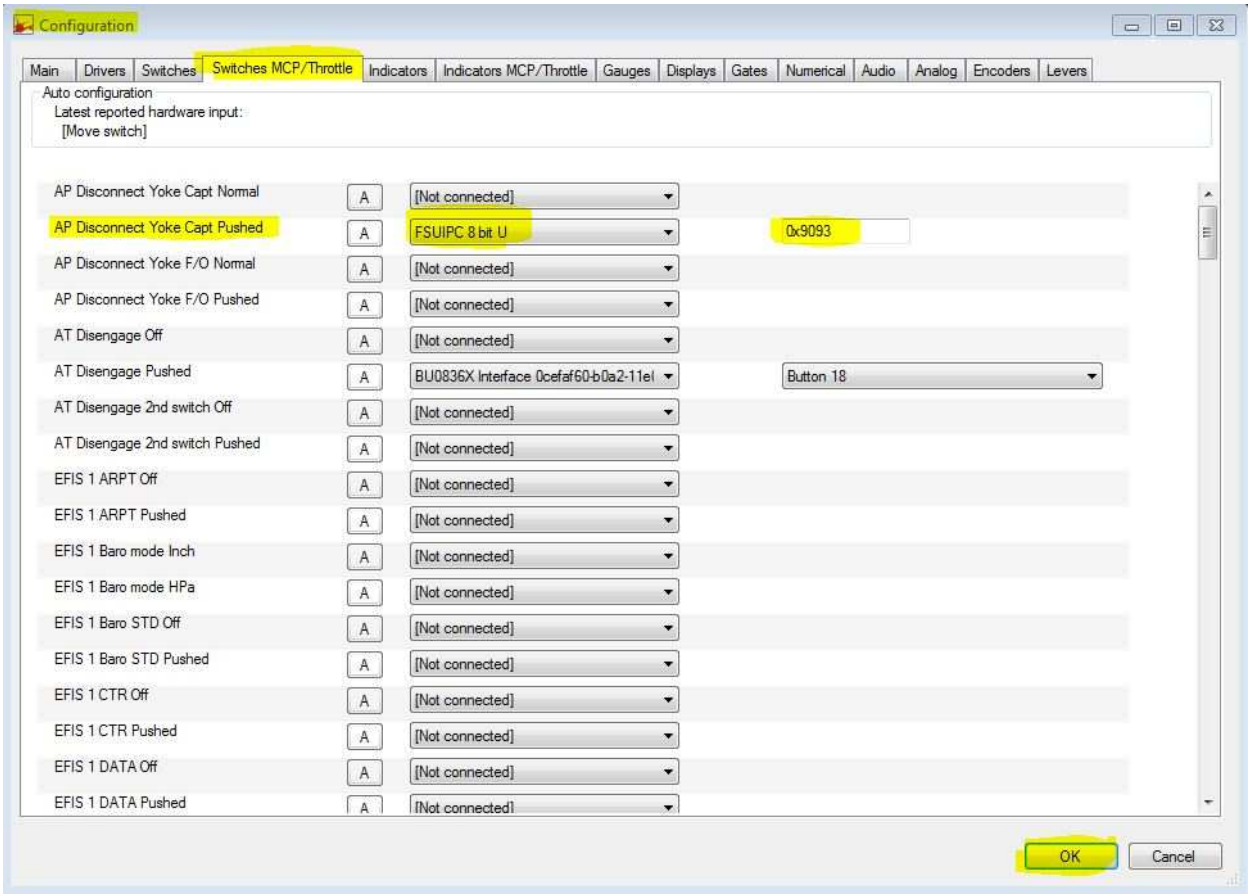
Before we proceed, make sure that you have the “Directinput support for joysticks”, as well as FSUIPC support enabled.



Make sure the following buttons are NOT set within Prosim:



6.1. Assigning the AP Disconnect button in Prosim737

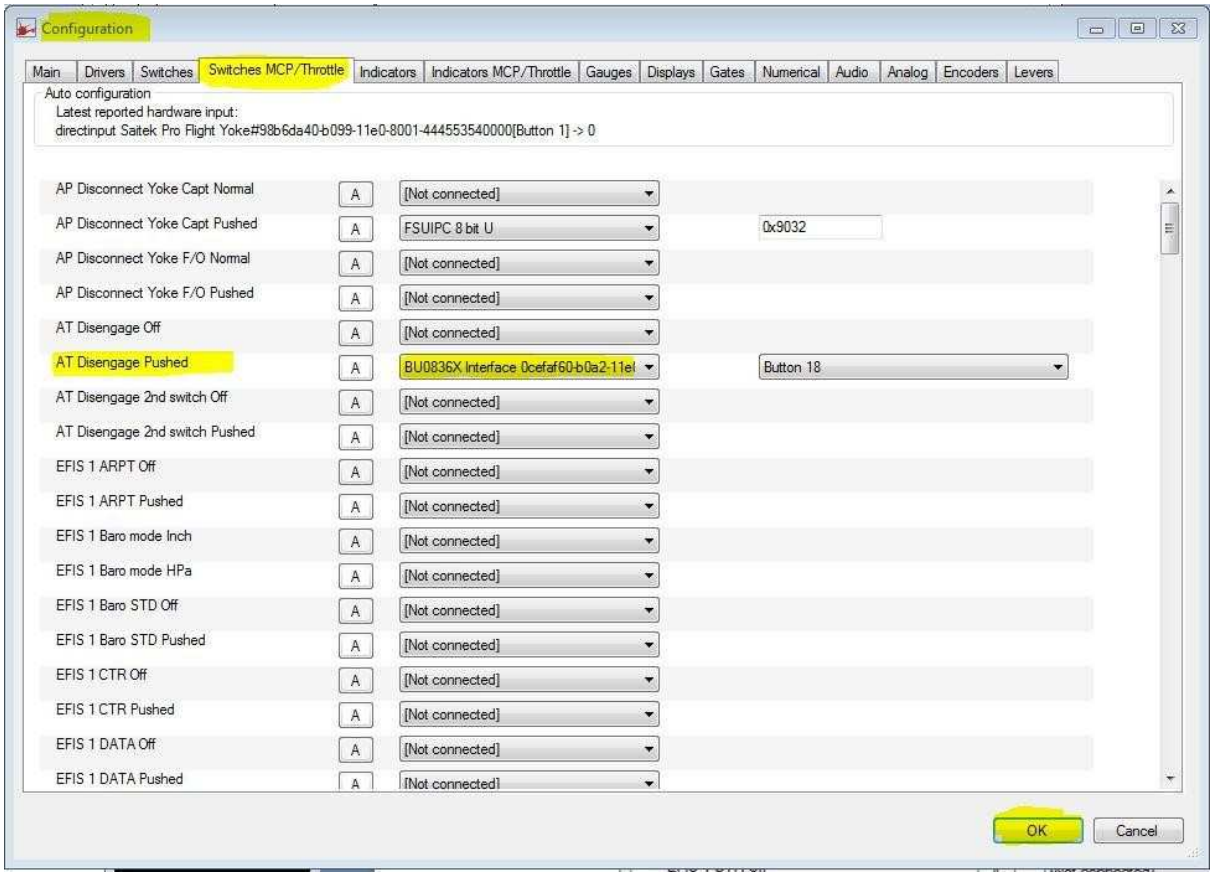


- Go to configuration – Switches MCP / Throttle
- Select **“FSUIPC 8 bit U”** from the list
- Set Offset **“0x9093”**
- Press “OK” to save these changes

6.2. Auto Throttle Disconnect Switches

Assigning one of the AT disconnect buttons once is sufficient. Either of these switches will still disconnect the autothrottle.

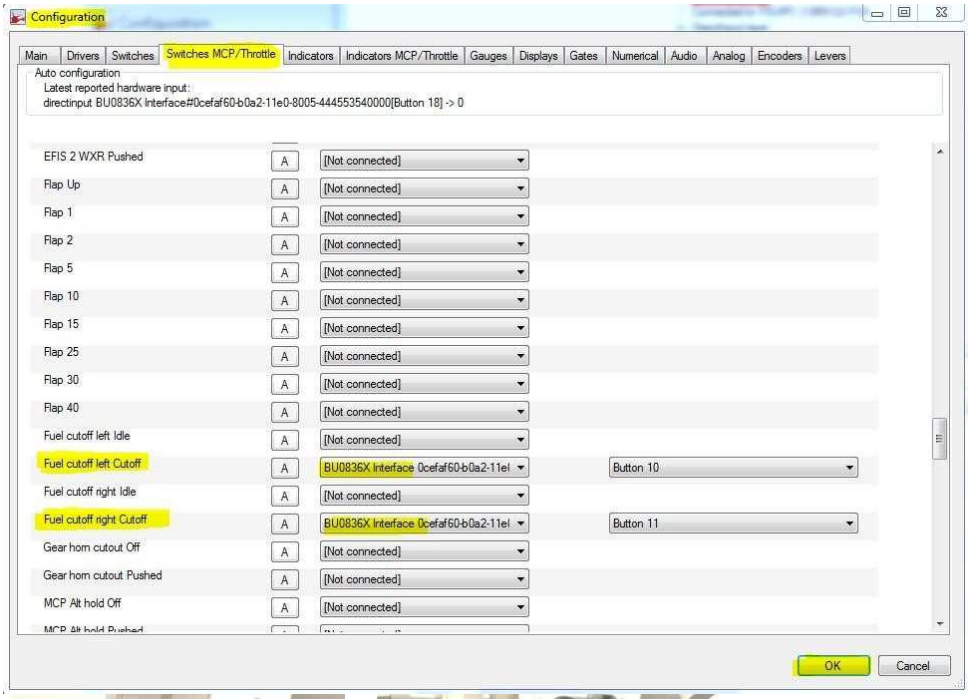
- Go to “Configuration – Switches MCP / Throttle”
- Assign “AT Disengage Pushed”



6.3. Assigning the Fuel Cutoff Levers

Please pay attention whether the IDLE or CUTOFF position triggers the switch. This can be determined by looking at the “latest reported hardware input” in Prosim configuration, at the top of the switches assignment. It shows the last moved switch and its current state. If the switch is active the 0 will turn to 128. If the switch is active in the CUTOFF position, make the entry under CUTOFF, if it is active under IDLE, select the switch position to IDLE.

Note: In Prosim the assignment of switches is very easy.

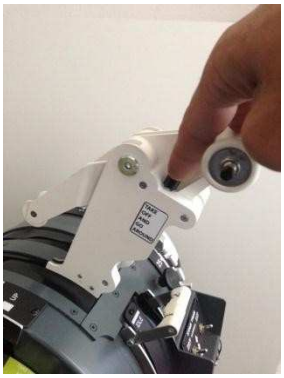


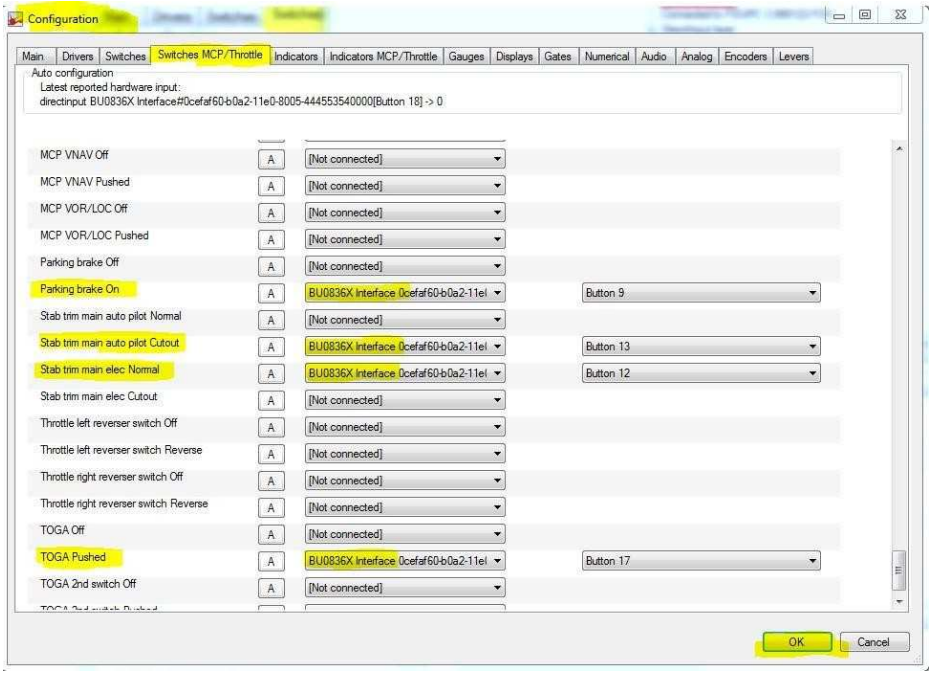
Simply

- move the desired switch,
- select the Input you need from the list,
- then press the “A” button and the last pressed switch from the correct output device is automatically assigned

6.4. Stab Trim Switches, TOGA buttons and the Parking Brake in Prosim

The assignment for these switches is as easy as with the other switches. Please pay attention which position of the switch triggers the active state in Prosim and assign it correspondingly. Below you will find the respective assignments in Prosim. Keep in mind that the “button numbers” might vary from this manual with your device.

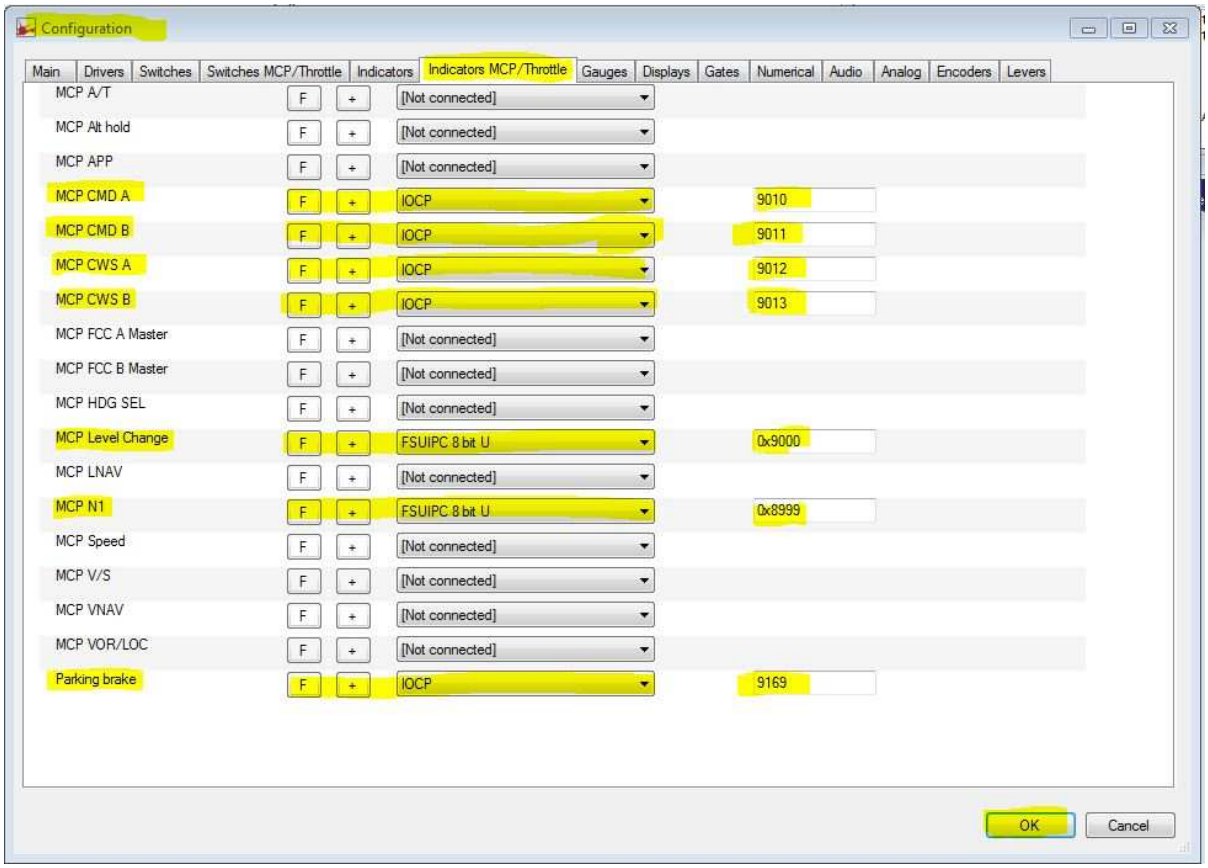




6.5. Other assignments in Prosim – Indicators MCP / Throttle

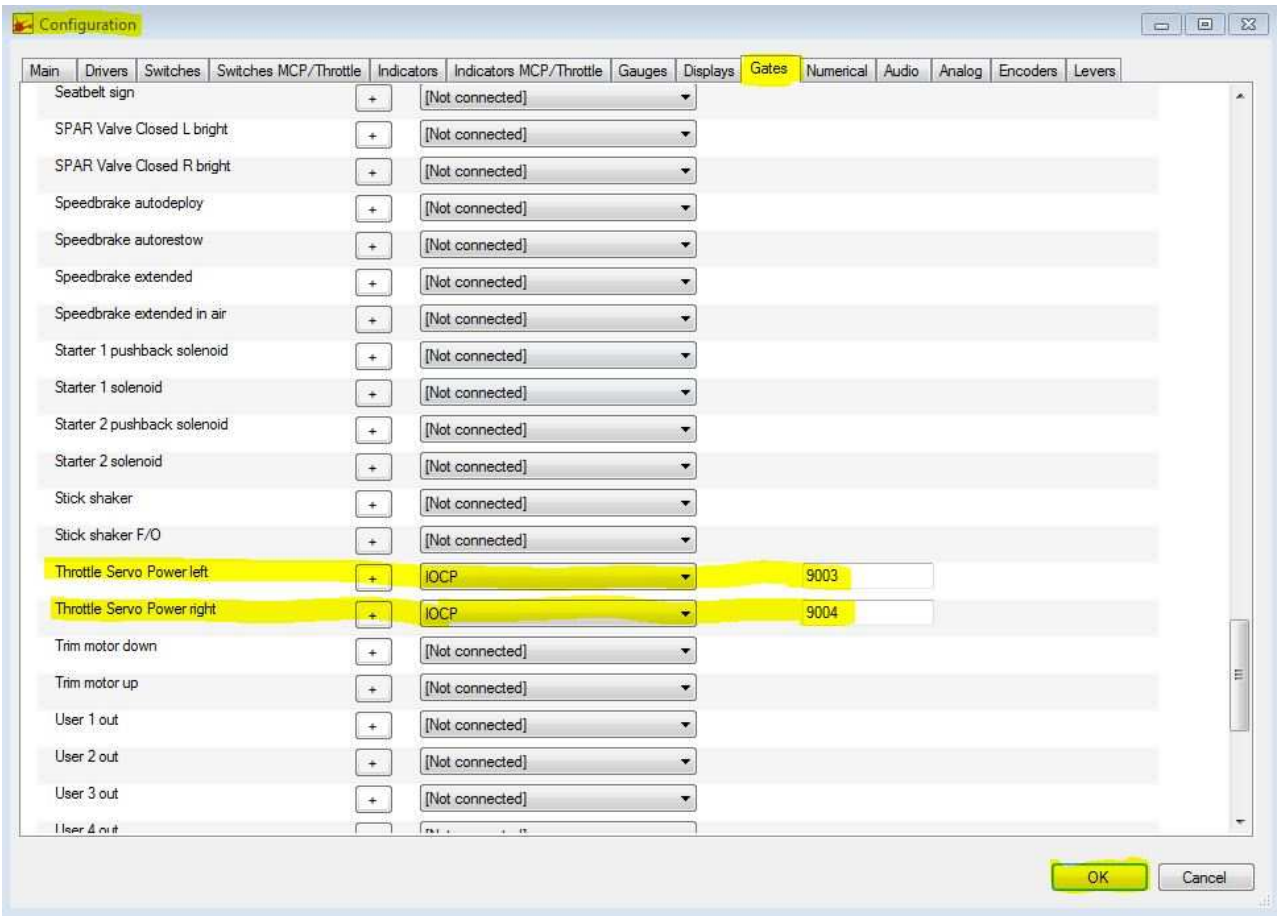
- proceed to „Configuration – Indicators MCP / Throttle“
- select “IOCP” for “MCP CMD A "
- assign variable **9010** to these output
- select “IOCP” for “MCP CMD B "
- assign variable **9011** to these output
- select “IOCP” for “MCP CWS A "
- assign variable **9012** to these output
- select “IOCP” for “MCP CWS B "
- assign variable **9013** to these output
- select “FSUIPC 8 bit U” for “MCP Level Change"
- assign variable **9000** to these output
- select “FSUIPC 8 bit U” for “MCP N1"
- assign variable **8999** to these output

- select “IOCP” for the “Parking brake” and set it to variable **9169**



6.6. Assigning Gates in Prosim

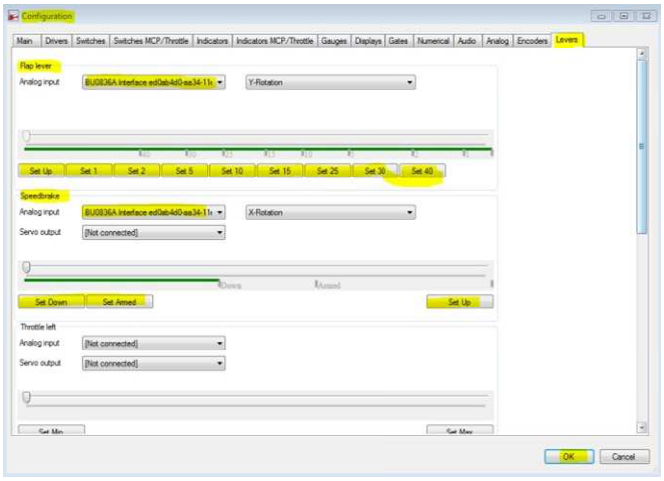
- go to „Configuration – Gates“
- „Throttle Servo Power left“ is defined as IOCP, variable **9003**
- **“**Throttle Servo Power right” is defined as IOCP, variable **9004**

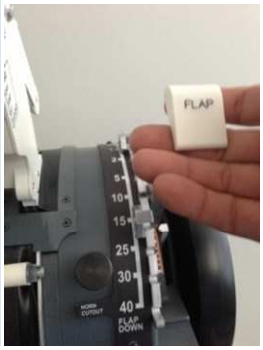


6.7. Setting up the Flap lever in Prosim

- go to “Configuration – Levers”
- select the BU0836A Interface for Analog input
- select the right axis
- confirm movement of the green bar during lever operation
- go through all positions from “Up” to “40” – Stop at each position and press “Set” for each flap notch, then move on to the next
- confirm the correct position of the green bar at each Flap position

In case you don’t know the right axis for the Flap lever you may either check the axis movement via the windows game controller window or you simply go through each axis in prosim and check for the movement of the green bar. Selecting the “normal” or “reverse” axis is not important, as long as you set each positions at the correct flap notc



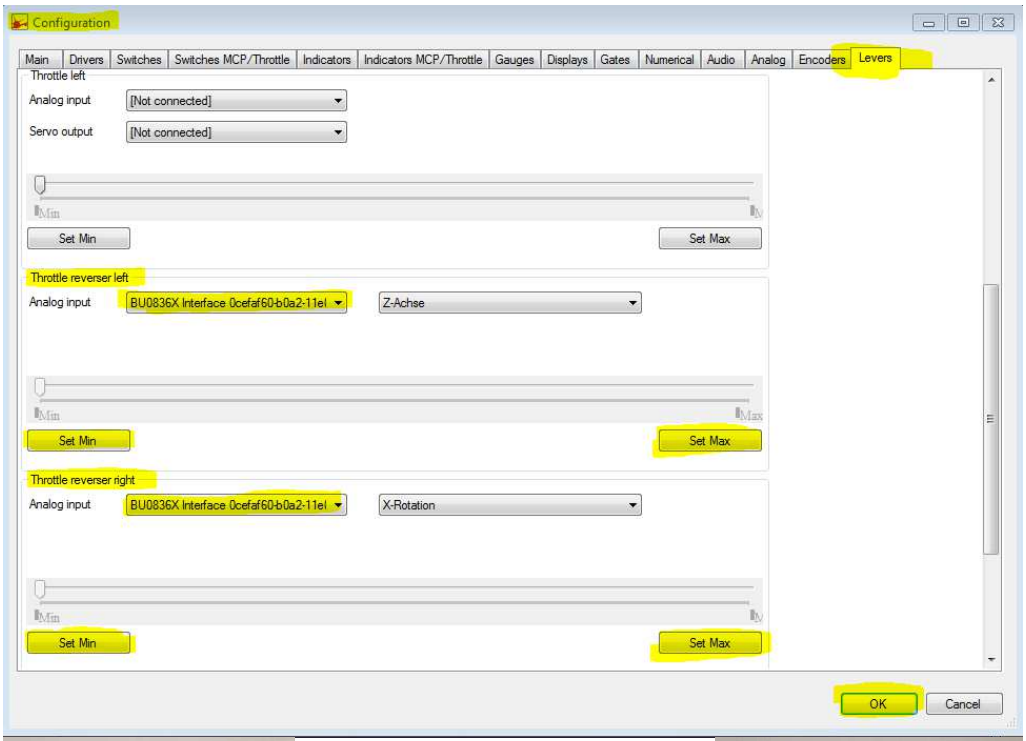


6.8. Setting up the speedbrake lever in Prosim

- go to “Configuration – Levers”
- select the BU0836A Interface for Analog input
- select the right axis
- confirm movement of the green bar during lever operation
- set the “UP” position
- **Attention:** set the down position at the exact spot where the placard besides the lever says “DOWN”
- Set the “ARMED” position

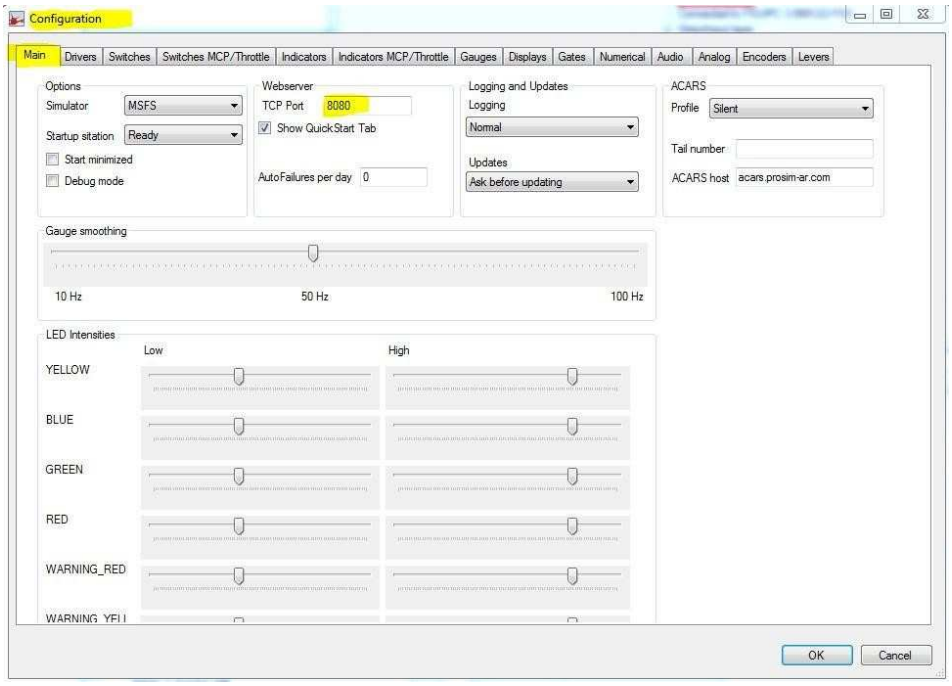
6.9. Setting up the reverse 1 and 2 lever in Prosim

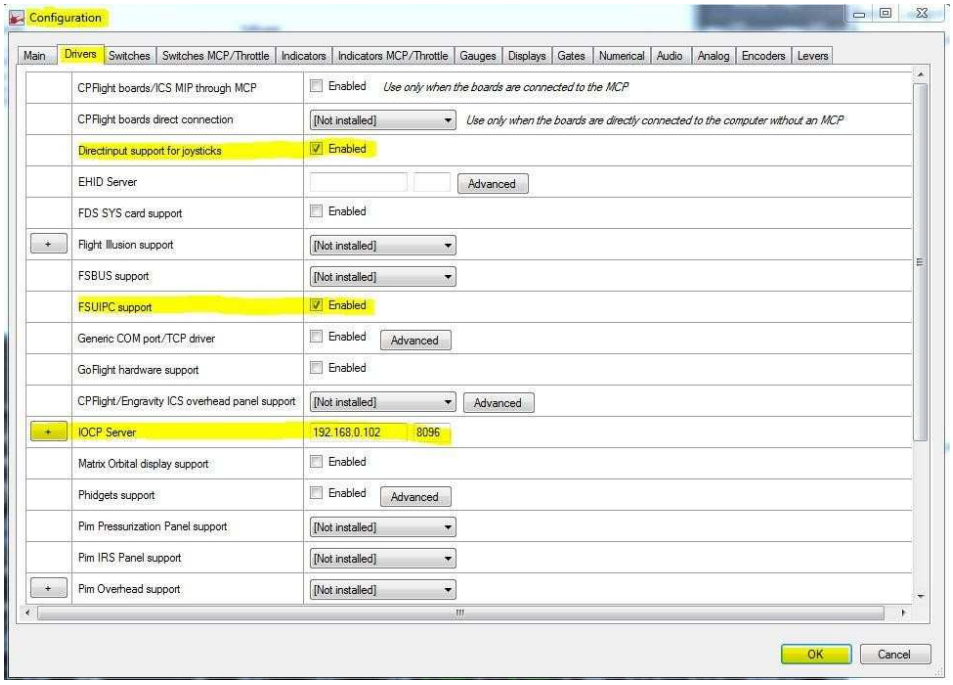
- go to “Configuration – Levers”
- select the BU0836A Interface for Analog input
- select the right axis
- confirm movement of the green bar during lever operation



7.1. Preparing for SIOC

- Make sure TCP Port is set to 8080.





7.2. Setting the IOCP server

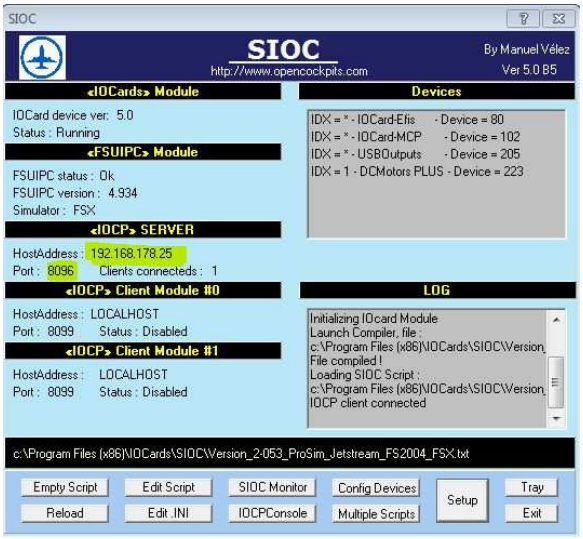
Depending on where you have (or where you will, in case you haven't yet) you need to set your IP address. If you install a copy on the same machine as Prosim, you may use "127.0.0.1". Please make sure that the **Port number is set 8096**. If you have already some devices running via SIOC, the easiest thing is to setup another IOCP server by clicking on the "+" button next to "IOCP Server" In this example an instance is running via the network on 192.168.0.102 and port 8096.

If you don't know SIOC's computer address, install and open SIOC and you will find it under "host address". If a different port than 8096 is indicated, ignore it for the moment, we will change that later on.

4. Setting up SIOC

- Startup SIOC

After having installed SIOC and starting it up for the first time, you should get a window like this:



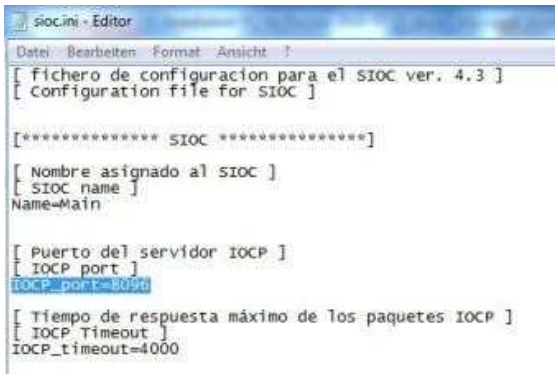
Here you will find the IP address of the computer and most importantly a listing of all the Opencockpits modules and cards connected to this computer. If you have hooked up your throttle quadrant correctly and power is supplied to the unit, your card will show here as “DCMotors Plus” or “DCMotors” depending on your throttle version.

If you are running SIOC over the network, “WIDEFS” is needed.

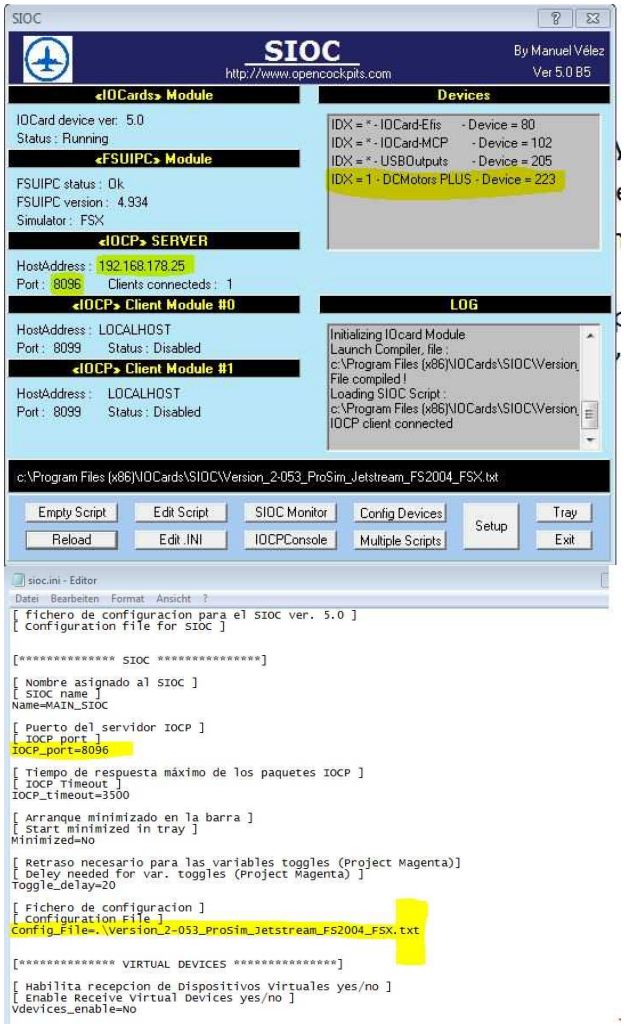
Also make sure that Flight Simulator is running.

Now we have to do the following:

- Place the script or up:
  " Version_1-061_ProSim_Jetstream_FS2004_FSX.txt "
  Production prior to December 2014
  " Version_2-061_ProSim_Jetstream_FS2004_FSX.txt "
  Production from December 2014
  that was supplied to you by *COCKPITFORYOU* in a folder of your choice, most preferably your SIOC application folder.
- In SIOC, click on “Edit.INI”
- The “sioc.ini” file should open in notepad
- First, change the IOCP port to **8096** as seen in the picture
- Make sure to save the file


sioc.ini - Editor
Datei Bearbeiten Format Ansicht ?
[fichero de configuracion para el SIOC ver. 4.3]
[Configuration file for SIOC]
[*************** SIOC ***************]
[Nombre asignado al SIOC]
[SIOC name]
Name=Main
[Puerto del servidor IOCP]
[IOCP port]
IOCP_port=8096
[Tiempo de respuesta máximo de los paquetes IOCP]
[IOCP Timeout]
IOCP_timeout=4000

7.3. Entering the Device number in the script



sioc.ini - Editor
Datei Bearbeiten Format Ansicht ?
[fichero de configuracion para el SIOC ver. 5.0]
[Configuration file for SIOC]
[************** SIOC ***************]
[Nombre asignado al SIOC]
[SIOC name]
Name=MAIN_SIOC
[Puerto del servidor IOCP]
[IOCP port]
IOCP_port=8096
[Tiempo de respuesta máximo de los paquetes IOCP]
[IOCP Timeout]
IOCP_timeout=3500
[Arranque minimizado en la barra]
[Start minimized in tray]
Minimized=No
[Retraso necesario para las variables toggles (Project Magenta)]
[Delay needed for var. toggles (Project Magenta)]
Toggle_delay=20
[Fichero de configuracion]
[Configuration File]
Config_File=.\Version_2-053_ProSim_Jetstream_FS2004_FSX.txt
[************** VIRTUAL DEVICES ***************]
[Habilita recepcion de Dispositivos Virtuales yes/no]
[Enable Receive Virtual Devices yes/no]
Vdevices_enable=No

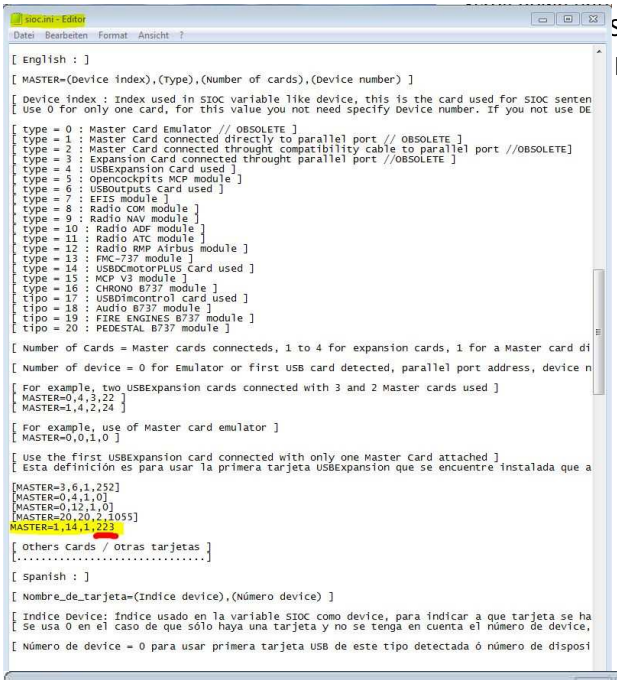
Next to the entry of your motor card, the device number is stated. Device numbers are assigned automatically by SIOC and are different on each computer.

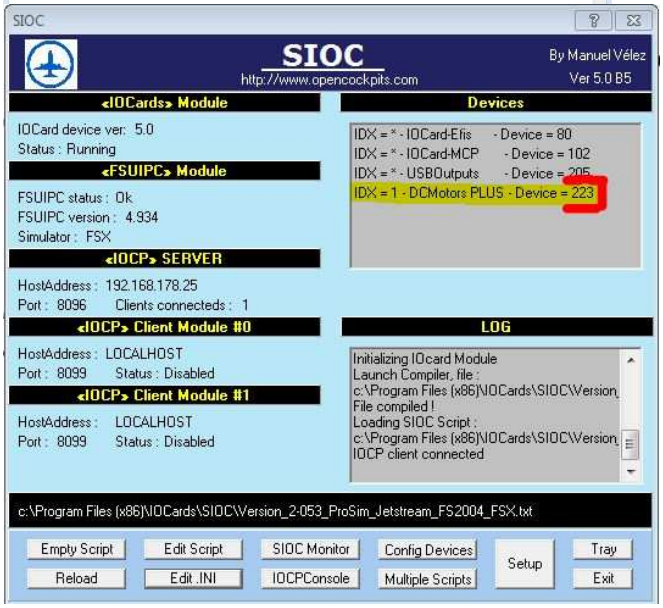
- Note down your personal device number
- Click on “Edit.INI” again or open the .ini file in its folder

The .INI will open in notepad. Now you have to make the following changes:

- The config file must point to the correct name of the script in the correct folder. In case you have it placed in the folder where SIOC is, “=.*filename.txt” is sufficient.*

*The easiest way is to place your script in the SIOC folder. Upon writing this manual the newest version is “*Version_*-061_ProSim_Jetstream_FS2004_FSX.txt*” in case your script is named differently you must adjust this enry accordingly to the name of your new script.*


sioc.ini - Editor
Datei Bearbeiten Format Ansicht ?
[English :]
[MASTER=(Device index),(Type),(Number of cards),(Device number)]
[Device index : Index used in SIOC variable like device, this is the card used for SIOC senten
[Use 0 for only one card, for this value you not need specify Device number. If you not use DE
[type = 0 : Master Card Emulator // OBSOLETE]
[type = 1 : Master Card connected directly to parallel port // OBSOLETE]
[type = 2 : Master Card connected throught compatibility cable to parallel port //OBSOLETE]
[type = 3 : Expansion Card connected throught parallel port //OBSOLETE]
[type = 4 : USBExpansion Card used]
[type = 5 : Opencockpits MCP module]
[type = 6 : USBOutputs Card used]
[type = 7 : EFIS module]
[type = 8 : Radio COM module]
[type = 9 : Radio NAV module]
[type = 10 : Radio ADF module]
[type = 11 : Radio ATC module]
[type = 12 : Radio RMP Airbus module]
[type = 13 : FMC-737 module]
[type = 14 : USBDCmotorPLUS Card used]
[type = 15 : MCP V3 module]
[type = 16 : CHRONO B737 module]
[tipo = 17 : USBDimcontrol card used]
[tipo = 18 : Audio B737 module]
[tipo = 19 : FIRE ENGINES B737 module]
[tipo = 20 : PEDESTAL B737 module]
[Number of Cards = Master cards connecteds, 1 to 4 for expansion cards, 1 for a Master card di
[Number of device = 0 for Emulator or first USB card detected, parallel port address, device n
[For example, two USBExpansion cards connected with 3 and 2 Master cards used]
[MASTER=0,4,3,22]
[MASTER=1,4,2,24]
[For example, use of Master card emulator]
[MASTER=0,0,1,0]
[Use the first USBExpansion card connected with only one Master Card attached]
[Esta definición es para usar la primera tarjeta USBExpansion que se encuentre instalada que a
[MASTER=3,6,1,252]
[MASTER=0,4,1,0]
[MASTER=0,12,1,0]
[MASTER=20,20,2,1055]
MASTER=1,14,1,223
[Others Cards / Otras tarjetas]
[Spanish :]
[Nombre_de_tarjeta=(Indice device),(Número device)]
[Indice Device: Indice usado en la variable SIOC como device, para indicar a que tarjeta se ha
[Se usa 0 en el caso de que sólo haya una tarjeta y no se tenga en cuenta el número de device,
[Número de device = 0 para usar primera tarjeta USB de este tipo detectada ó número de disposi



Scroll down until you find the “MASTER” entry at the correct location

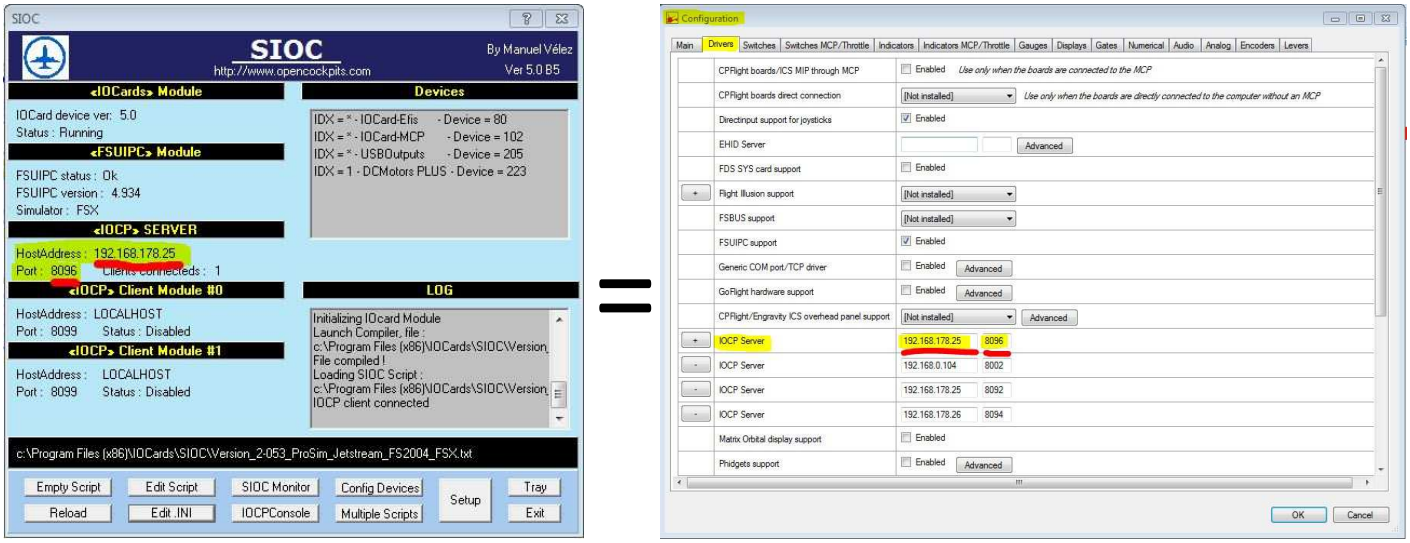
- Make sure no square brackets are there before and after the entry
- The entry made must look like

“MASTER=1,14,1, *DEVICE NUMBER*”, in this case SIOC indicated the motor card is device number 223, so the correct entry in this case is *“MASTER=1,14,1,223”*

- Save your changes
- Restart SIOC again or press “reload”. If you have specified the correct location and name of the script, SIOC will notify you that the file has been loaded and compiled correctly.

7.4. Setting the IOCP server and IP address

Controlling IP address! The IP which is in SIOC must be entered in ProSim !!

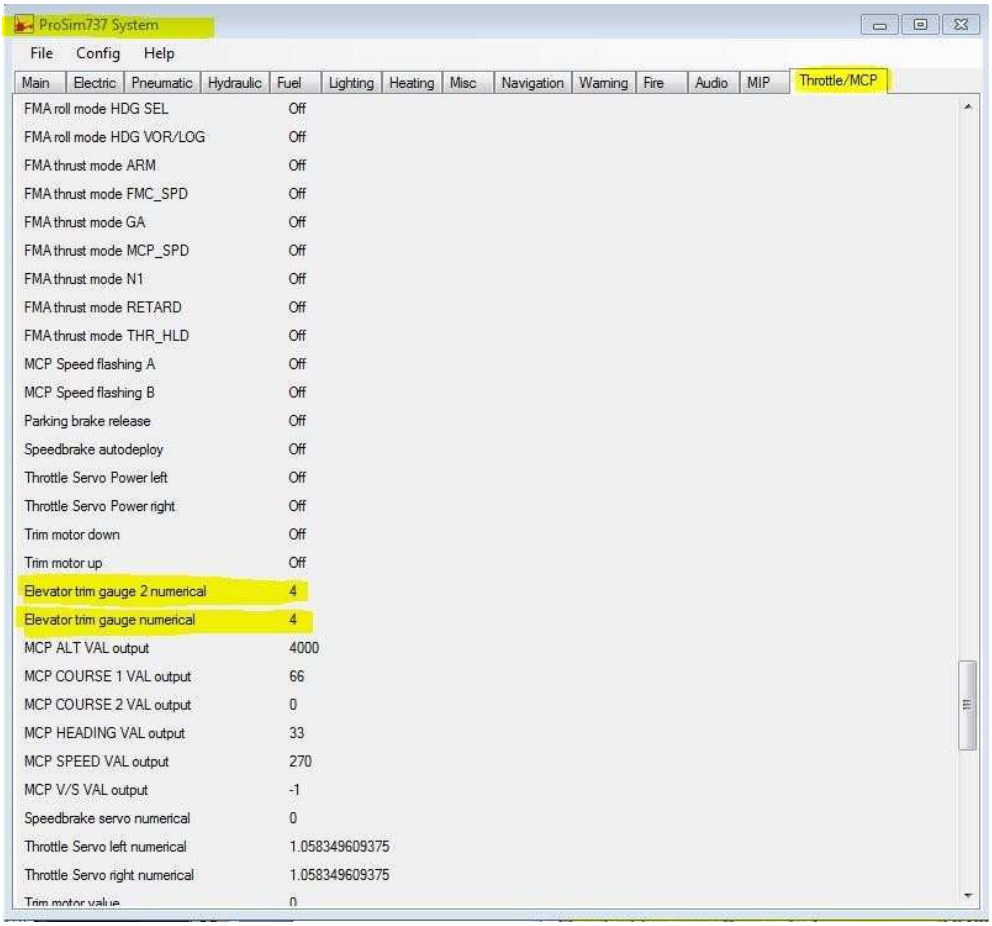


If this is not so, change the setting to ProSim !

8. Adjusting the left and right trim indicator needle

In Prosim:

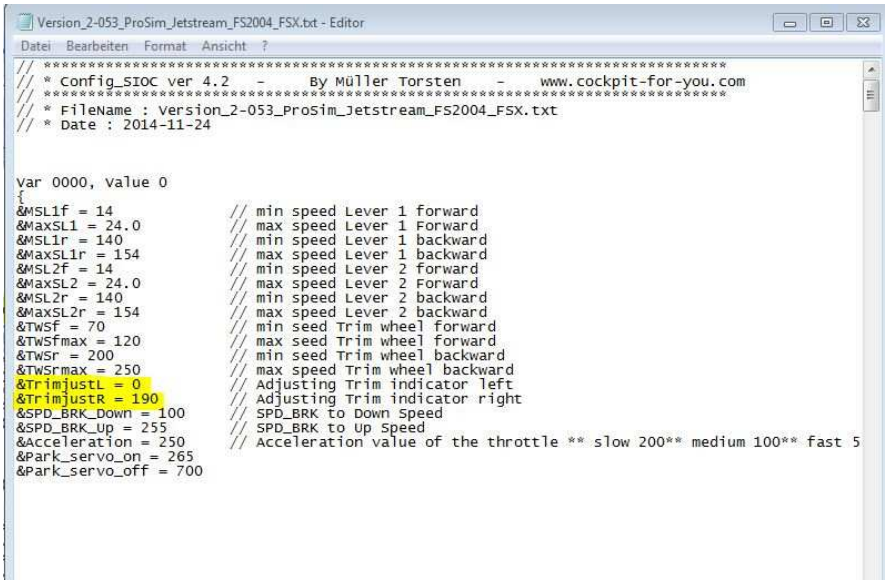
- open ProSim737 again and go to the “Throttle/MCP” tab.
- Scroll down and read the Elevator trim gauge value
- Run flight simulator, load a flight
- and move the trim with the buttons on your yoke as close as possible to a value of 4.0 within Prosim


ProSim737 System
File Config Help
Main Electric Pneumatic Hydraulic Fuel Lighting Heating Misc Navigation Warning Fire Audio MIP Throttle/MCP
FMA roll mode HDG SEL Off
FMA roll mode HDG VOR/LOG Off
FMA thrust mode ARM Off
FMA thrust mode FMC_SPD Off
FMA thrust mode GA Off
FMA thrust mode MCP_SPD Off
FMA thrust mode N1 Off
FMA thrust mode RETARD Off
FMA thrust mode THR_HLD Off
MCP Speed flashing A Off
MCP Speed flashing B Off
Parking brake release Off
Speedbrake autodeploy Off
Throttle Servo Power left Off
Throttle Servo Power right Off
Trim motor down Off
Trim motor up Off
Elevator trim gauge 2 numerical 4
Elevator trim gauge numerical 4
MCP ALT VAL output 4000
MCP COURSE 1 VAL output 66
MCP COURSE 2 VAL output 0
MCP HEADING VAL output 33
MCP SPEED VAL output 270
MCP V/S VAL output -1
Speedbrake servo numerical 0
Throttle Servo left numerical 1.058349609375
Throttle Servo right numerical 1.058349609375
Trim motor value 0

Compare the 4.0 value in Prosim with the indication of your throttle quadrant. Is the Trim Indication incorrect? If yes, continue with the adjustment in SIOC

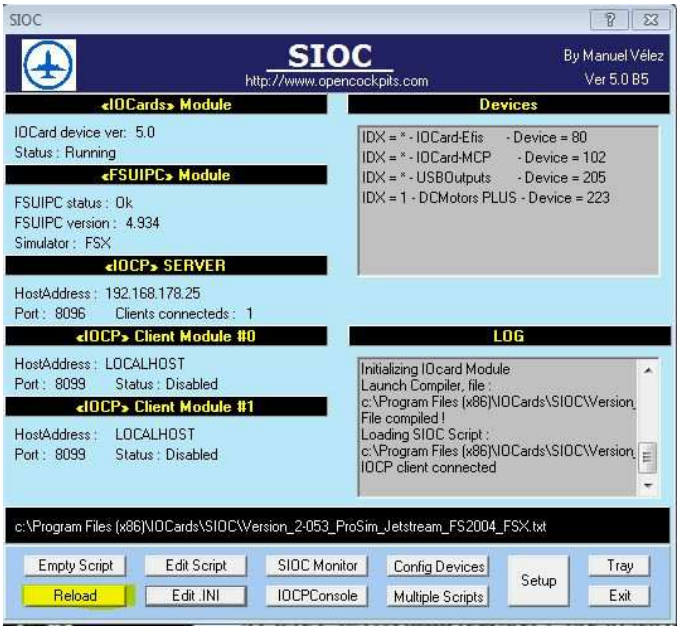
In SIOC:

- Open “Version_*-061_ProSim_Jetstream_FS2004_FSX.txt
- Open “Version_*-061_ProSim_Jetstream_FS2004_FSX.tx


Version_2-053_ProSim_Jetstream_FS2004_FSX.txt - Editor
Datei Bearbeiten Format Ansicht ?
// **
// * Config_SIOC ver 4.2 - By Müller Torsten - www.cockpit-for-you.com
// **
// * FileName : Version_2-053_ProSim_Jetstream_FS2004_FSX.txt
// * Date : 2014-11-24
var 0000, Value 0
{
&MSL1f = 14 // min speed Lever 1 forward
&MaxSL1 = 24.0 // max speed Lever 1 Forward
&MSL1r = 140 // min speed Lever 1 backward
&MaxSL1r = 154 // max speed Lever 1 backward
&MSL2f = 14 // min speed Lever 2 forward
&MaxSL2 = 24.0 // max speed Lever 2 Forward
&MSL2r = 140 // min speed Lever 2 backward
&MaxSL2r = 154 // max speed Lever 2 backward
&TWSf = 70 // min seed Trim wheel forward
&TWSfmax = 120 // max seed Trim wheel forward
&TWSr = 200 // min seed Trim wheel backward
&TWSrmax = 250 // max speed Trim wheel backward
&TrimjustL = 0 // Adjusting Trim indicator left
&TrimjustR = 190 // Adjusting Trim indicator right
&SPD_BRK_Down = 100 // SPD_BRK to Down Speed
&SPD_BRK_Up = 255 // SPD_BRK to Up Speed
&Acceleration = 250 // Acceleration value of the throttle ** slow 200** medium 100** fast 5
&Park_servo_on = 265
&Park_servo_off = 700

The yellow marked figures will allow you to fine tune your throttle's needles.

- Try slight changes of about plus or minus 2
- Save the file
- In SIOC press "reload"
- Monitor the change of the motorized trim indicators
- Keep adjusting the values up and down until both sides are perfectly aligned with the value of 4.0 as indicated in Prosim.



“Sit back relax and enjoy your flight.“

This is it. By now your 737 throttle quadrant should be up and running. In case you have any further questions or you are experiencing difficulties, please do not hesitate to contact us via email or phone.

Torsten Müller

Berlin, Germany 2014

COCKPITFORYOU

READY TO TAKE OFF

Cockpitforyou.com